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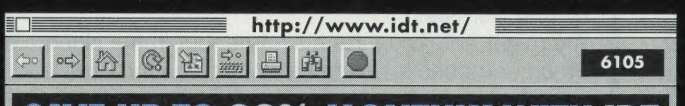

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Cereal Hacker
By Steve Knopper
28. Legendary inspiration or washed-up has-been? John Draper, a.k.a. Cap'n Crunch, made a name for himself in the early '70s as one of the pioneer phone phreaks. Today he sleeps at a campground, can't get a job and finds himself the prey of a new generation of hackers.

A Social Disease
by Gloria Mitchell
36. Contrary to what you might have heard, the people whiling away the hours in chat rooms are not pathetic shut-ins. There's an entire vibrant universe out there composed of people who are literally addicted to socializing.

Little Geek Houses
by Matt Richtel
42. There's no rushing, no hazing and no dues. All that matters to the tech heads of Santa Cruz's burgeoning Geek system is your digital savvy. Oh, and it doesn't hurt to be a skilled coed-naked Marco Polo player.

Searching for the Right Target
by Simson Garfinkel
46. The first of a three-part special report on Internet advertising examines how search engines like Yahoo!, Lycos and OpenText are pushing the technological envelope to gear specific advertisements toward specific users.

Love For Sale
by Tommy Ranks
52. The world's oldest profession meets the world's newest technology as prostitutes shop for both clients and respect online.

On the Virtual Road
by Michael Shapiro
56. Intrepid explorers prove you *can* take it with you, "it" being Net access, as they file dispatches from the frigid waters of Antarctica and the tropical rain forests of Central America, to the peaks of Mt. Everest and the remote beaches of the Galapagos.

On the Net With...Bruce Campbell
by Rob Bernstein
60. You might not recognize his name, but in the cinema cult underworld of the Net, Bruce Campbell is revered for his role in the *Evil Dead* trilogy. An avid Net junkie, Campbell gives the goods on a fan named Death Dog, a digital Jack Nicholson and Hollywood's fascination with stupid computer sound effects.

The WebGuide
71. Lolly, Lolly, Lolly get your site reviews here.
Got a lot of Lolly, jolly site reviews here.
Any site you need and we can make it absolutely clear...
Hi. Suppose you're going Net-surfing. Your buddy wants to know where and when. Use the WebGuide and tell him...
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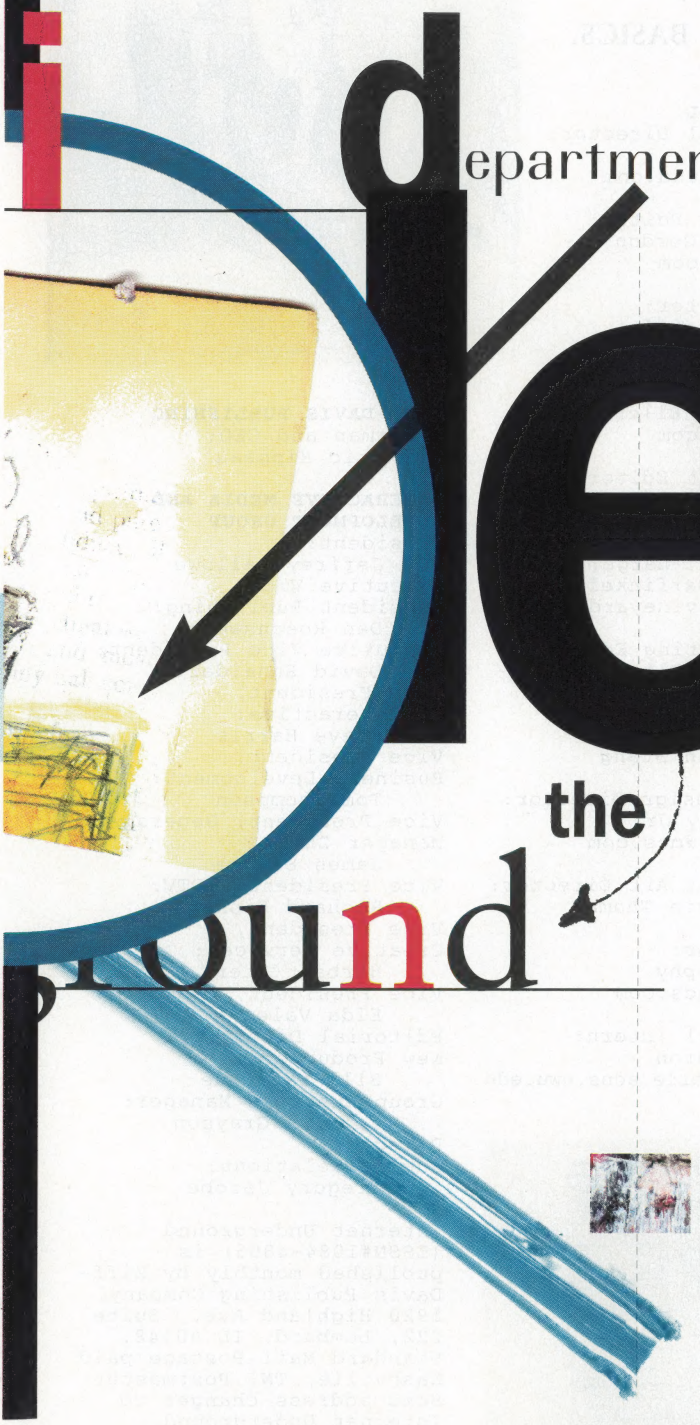


Inside the Underground: The Spanish call it *la Mesa de Cuentos*, but in America it's a good ol' table of contents. 04.

Masthead: We put in 80 hours a week churning out this rag, and in the end, the thanks we get is our name proudly displayed in 8 pt. Courier. 06.

Contributors: The people who have donated their time and effort to make this magazine a better place for all of us. Let's give them a big hand. 08.

Hyperlink—The Letter from the Editors: We eloquently espouse on the topics of the day. 09.

E-Mail: Every now and then amidst the myriad offers to get rich quick and the plaintive pleas to check out Web sites, we get a letter that stands out in the crowd—these, my friend, are *those* letters. Plus: The results are in from our Spam Disk Contest. And oh yeah, the Deady Watch. 10.

Top Ten: Not one, not two, not even three, but 10 sites that we have deemed worthy of recognition. 14.

Alt.culture.watch: The Architects of Indigestion, Cindy Brady is not a porno star and and the ultimate "Good Lord No!" 16.

Netline: The first three-dimensional MUD, the battle of the Georges and Strippers of the Web unite. 18.

Weird on the Web: You want weird, we got weird: Bungee Disasters, Vending Machine Experiences, Elevator Instructions and the Dark Side of PEZ. 24.

Spotlight—A Closer Look at This Month's #1 Site: You won't get this kind of makeover at the Clinique counter. 64.

FAQ: It may be sugar water to some, but the Kool Aid FAQ keeper reveals that passions run deep over the neon-colored soft drink mix. 65.

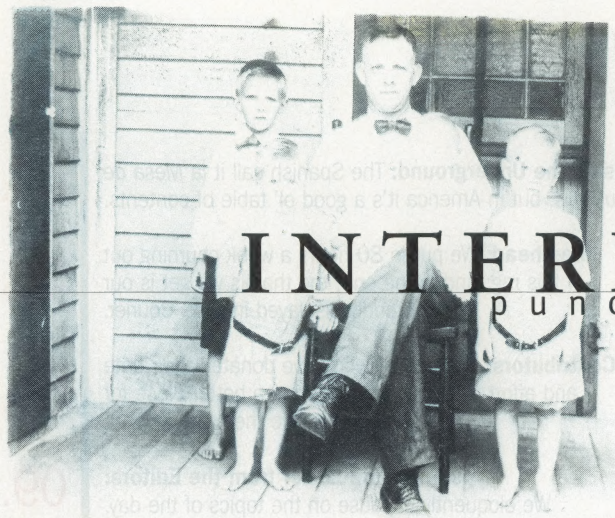
Reviews: There's like all this stuff, and since we have a magazine we are authorities all of a sudden, and so we get some stuff, read it or use it and then tell you what we thought of it and then let you decide whether you want to get the stuff yourself. 66.

Flamethrower: An expanded Flamethrower asks whether online services also have First Amendment rights. 68.

403 Forbidden: The techniques and ethics of revenge. 70.

Web Pages We're Glad We Can't Find: Voting for Dumdums 81.

@ Large: Six helpful hints for retaining your sanity in chat rooms 82.



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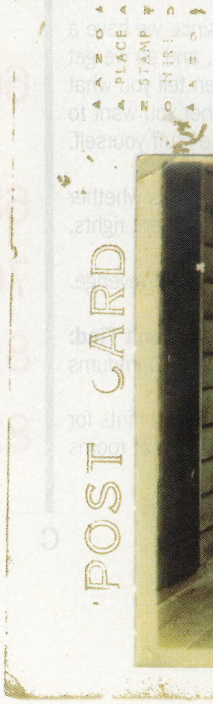

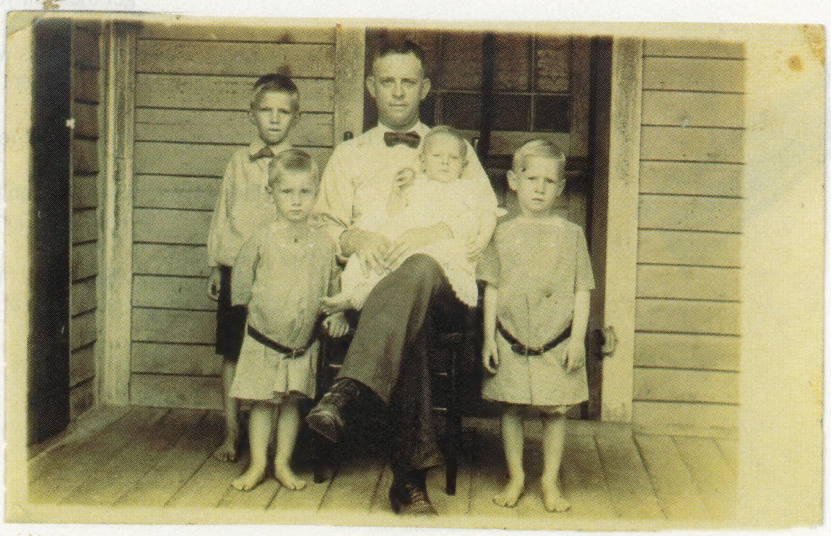

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(contributors)

Jean Lannen (Art for "Cereal Hacker") is a freelance photographer who spent a day with John Draper, a.k.a. Cap'n Crunch, capturing portraits of the now-homeless hacking legend in his natural habitat. The pair drove around the deserted parts of San Francisco, stopping and hopping out when something caught Jean's eye. She says, "I took John out for a great dinner after the photo shoot. He ate everything! From appetizers to dessert, including two loaves of San Francisco sourdough bread and the restaurant's signature suckers. I was entertained and totally depleted of every ounce of energy by the end of the evening."

Contributing Editor Steve Knopper ("Cereal Hacker") notes that Cap'n Crunch's Web page laboriously points out his 27-year history of noodling with the telephones—using "blue boxes," cheap plastic whistles and pianos to make free calls around the world. So Knopper says he was quite surprised when John "Crunch" Draper responded to a voice-mail message by calling from a pay phone. And he was scolding Knopper for not being home to answer the call. Draper, who is homeless in Mill Valley, Calif., was angry because he had to walk two miles to get to the pay phone. This inauspicious beginning led to Knopper flying to San Francisco to spend a day on the streets with Draper. "He's a prickly, self-centered guy, no doubt about it," Knopper says. "But I don't think he deserves the intense abuse hackers have been dumping on him." The not-so prickly and modest Knopper examined Beat culture on the Internet in last month's issue. (**knopps@suba.com**)

Daniel Arsenault (Art for "On the Net with Bruce Campbell") is fascinated by everything. Period. He drives like a blue-haired lady whose coat belt is hanging out the door—slowly so as to not miss a thing. Do you remember lying on the grass looking up at the clouds to see what you could see in them? Daniel still does it. He can turn a petrified dog into a crown fit for the Queen. He makes snow angels on his studio floor. Daniel's one for comfort; in fact he's most at home in his pajamas. He also likes to wear things around his neck; chrome chains, strands of leather, beads and more beads. He refers to the cluster as his "Mr. T starter kit," sans the gold. His photo studio is home to the wild and weird. He has an eye for the odd, the beautiful, the brilliance of life. His work is a taste sensation. You'll find his photos everywhere from *Esquire, Spin* and gallery walls to billboards and television and probably in the clouds (if you squint just so).

Gloria Mitchell ("A Social Disease") is a freelance writer whose reality leans heavily toward the virtual. But although she spends quite a lot of time online reviewing Web sites and writing e-mail, she does engage in some activities that require disconnecting the modem, such as ordering out for pizza. She's interested in the opportunities the Internet offers to talk about subjects that are taboo elsewhere, and likes to drop in at chat sites for discussions of politics, religion and sex. However, she'd caution young children and sensitive surfers away from a mix of subjects that might yield speculation on whether Pat Robertson has the hots for Agent Scully on *The X-Files*, and if so, what happens on Friday nights when he pulls down the shades and takes the phone off the hook...She enjoys her work, but might consider a career change if she were offered the chair of Harvard's Python Studies department, a position on the national Psychic Certification Board or a job as a test-market subject for the Italian shoe manufacturing industry. Salary offers can be sent to **gmb@interaccess.com**.

Tommy Ranks ("Love For Sale") strongly believes that one day humanity will rise from the ashes. (**foucault@paranoia.com**)

Michael Shapiro ("On the Virtual Road") is a freelance writer specializing in adventure travel and the Internet. His book, *NetTravel: How Travel Pros Use the Internet*, will be published in January by O'Reilly & Associates. Based in Sebastopol, Calif., Michael was a founding editor of *Web Review*, a pioneering online magazine. (**shapiro@songline.com**)

Matt Richtel ("Little Geek Houses") says that this story was his first naked reporting experience in his six-year career. Richtel, the technology columnist for the *Oakland Tribune*, is also an aspiring humor writer. Hopefully as you're reading this, he's signing the papers on a syndication contract for his daily comic strip, *Rudy Park*. Although we're taking his word for it, Richtel brags he can go to his left and challenges anyone on the staff of *Wired* to a game of one on one. (**bighops@well.com**)

(hyperlink)

Sen. Dianne Feinstein + Nitrogen Tri-Iodide x Department of Justice - First Amendment = yet another rotten formula for Net censorship. In spite of her attempts, Sen. Feinstein (**http://www.senate.gov/~feinstein/ legis1.html**) was unsuccessful in attaching an amendment to the Anti-Terrorism Act of 1996 that would have made it illegal to publish bomb-making material online. Good news, for now, but expect Feinstein to press this issue again sometime this fall.

Speaking of Nitrogen Tri-Iodide, in the last issue of *Internet Underground*, we featured contributor Paul Leonard's "Architects of Destruction," a story specifically about bomb-making recipes posted online. Despite its eerie timeliness, we'd like to assure you that we weren't attempting to cash in on current media hysteria (not that you shouldn't put it past us weasels): The story actually went to press prior to the Centennial Park bombing during the Atlanta Olympics and the TWA Flight 800 explosion. We'd like to express our disappointment, however, in the reports that followed the incidents that implicated the Internet and its user community as suspects in the unfortunate events (no doubt, a suggestion attributable to the unfounded presumptions of certain hysterical federal investigators looking for more reasons to pass restrictive online legislation).

Sure, many of the bomb-making files posted online are dangerous if used with intent to do harm, but that's a matter of bad conduct, not bad speech. The issue is a complex one and perhaps necessitates deliberation, but let's not hastily trample over First Amendment rights because of a groundless fear of technology. Lest we forget: 1) the most infamous and elusive modern-day bomber was a Luddite with one rather nasty technology chip on his shoulder. 2) The composition for the ammonium nitrate fuel oil bomb recipe, the same one used in the horrific Oklahoma City bombing, is distributed and available in uncensored print publications—allegedly even in the Department of Agriculture Forestry Service's "Blaster's Handbook" (which your tax dollars pay for!).

Anyway, enough talk about Net woes and cataclysmic explosives. The online world has many positive things to offer the wired and unwired world, and we give them deserved notice in this month's spankin' new issue. For instance, first-time contributor Gloria Mitchell looks past all the hype about online licentiousness and virtual fornication, and explores useful applications for chat and its surrounding chat culture. Yes, believe it or not, the chat community includes users other than AOHell bandits, con artists and sex-crazed teens a la *Zapped*. Read "A Social Disease" and see what you're missing out on.

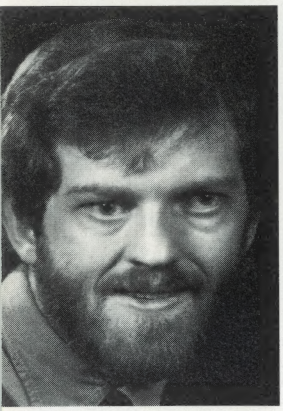
After completing his piece "Little Geek Houses," Matt Richtel discovered that it's becoming increasingly chic to be geek. Richtel was welcomed into a Santa Cruz Geek abode, one of a number of sanctuaries housing the West Coast's socially awkward computer elite. Richtel happily reports that the wired lifestyle is friggin' cool (in not so few words), despite the coed-naked Marco Polo happenstance. Also take a look at this month's "On the Virtual Road" story by former *Web Review* editor Michael Shapiro. Net skeptics love to jabber about the challenges presented by global communication, but gloss over its marvelous ability to positively link the planet. In Shapiro's story, writers and world travelers discuss their increasing capability to report and communicate from remote regions of the world with the use of just a Powerbook, modem and connection. Take self-proclaimed "nomad" Steve Roberts for instance, who in 1983, traded in his blasé suburban existence to bicycle and travel full-time. No longer shackled down by house payments and an immobile lifestyle, Roberts has discovered that in the wired world, home can be anywhere and everywhere.

We're not so lucky here at *IU*. We are tethered to our desks, shackled to our chairs with uncomfortable arm restraints, but for a good cause—to make clothes for Kathy Lee Gifford's line of Wal-Mart clothing. And in between cranking out polyester blouses and matching slacks, to put together monthly magazines. Thus, restrained and shackled in body, yet free and unfettered in mind, we deliver unto you, the most holy eleventh issue of *Internet Underground*.

er of the Month

Dear Sir,

Some of my correspondents informed me that you had published a piece about my Web site, the Hairy Human Homepage, in the section "Weird on the Web" (*IU* #6). I'd like to say, "Thank you!" Your correspondent said some very nice things about what I wrote and I am glad that it made him/her laugh as that was my intention. The "scientific" research is also intended as I have found that very little has been researched on this subject. Compared to what the little previous research has found, it seems that I have found some new facts. I have also found out the best ways of using the Internet as a research tool. I am trying to write up my results which I will publish on my site. I am also trying to devise a more targeted questionnaire which will be easier to interpret.



When I started the Hairy Human Homepage, I thought that I was the only person who felt self-conscious about being hairy. I quickly found that I was wrong and that there are many people with a similar hang-up about their hair. I was also interested to discover that many very hairless people feel self-conscious of their situation as well! Again, I would like to say thank you for publishing your article.

Yours faithfully,

Charles Stuart
charles@luna.co.uk
HAIRY HUMAN HOMEPAGE:
http://www.luna.co.uk/~charles/
Genetic research into human body hair

the article "Speak of the Devil"

the article "Speak of the Devil,"

Keeping the Faith

Dear Tiny,

Your magazine kicks ass, just thought I'd tell you. There is one thing I would like to know, though...Is there an *Internet Underground* religion? If so, please send me the info because I would really like to join. And if there is an entry fee, well, my other religion made me give them my boat, so it's no biggy. Keep it coming!!!

BAaron Schulte
Wolfman@tznet.com

Tiny says: *While many have likened reading our magazine to a religious experience, no one has officially founded a religion centering around* IU. *Just as a side note, if a religion asks you to give them a boat as a requirement to join, you may want to think twice before signing up.*

The Devil's Music

The article "Speak of the Devil" (by Steven Edwards, *IU* #9) was interesting, though I can't but wonder how many of these people are into Satanism simply for the shock value, the way many heavy metal bands are.

Glenn St-Germain
glenn@ecbs.sas.ab.ca

On top of the "Crap Load"

Dear Tiny,

This magazine is fantastic! This is my first issue of *IU* (#9). It's definitely the magazine to have for America's ever-changing technology and lifestyle ;)

You folks have true, uncensored and user-friendly articles on global electronic commerce and your WebGuide is awesome!

I've subscribed to a crap load of PC/TECH mags and after a while I realized that they all possessed this synonymous title "Boredom and Monotony."

Thanks for a worthwhile publication and keep up the good work!

Gary Espina
gary_e@ix.netcom.com

Incensed over Incognito

I recently came across *Internet Underground* and one story caught my eye, "Surfing the Net Incognito" ("Netline," *IU* #9). Speaking from a Webmaster point of view, I would not be amused to see people hacking their viewers so that when I look at my logs I'd see "NONEOFYOUBEEZWAKS" under viewer used field names. So what gives? Simple if-then-else statements can negate this software and yet software co. goes down the tubes.

.miguel@wcom.com

lub

derground!!!!

Just wanted 2 say thanx 4 the So much better than reading endless articles titled: "Upgrade your computer, Upgrade line life" and "How to download files without ce of a high-speed modem." The artiactually helpful.

In response to Mr. G.A. Deady, *IU* doesn't suit your interests. Also, I was glad to read Tiny's response to the letter from the

Froese family, saying there would be more "underground stuff" which I am really interested in. I'm a newbie when it comes to hacking and phreaking, but that doesn't mean I don't want to learn.

One more thing, a teenage girl named Sarah wrote in Issue #9 saying that she was glad someone her age also read *IU*. Well, I'm 16/female and I'm also tired of getting strange looks when I scan the magazine racks for *IU*. One man even said to me, "You're a young girl, you shouldn't know how to use a computer." Nice guy, huh? He had a magazine turned to an article entitled, "Meet your Mate and Fate Online."

So anyway, I've rambled on and on in hopes that you'll publish this. Keep up the good work!

Wings1998@aol.com

No Pukes!

Hi,

IU is not only the best publication covering the Internet, it's one of the highest quality publications of any kind.

However, my experience has been that just when I get hooked on a fine magazine such as yours, it either goes out of business or gets taken over by pukes who ruin the content.

Please, stay in business and don't sell out to the pukes.

Best regards,

NetCruser

steely@travelin.com

Tiny says: *Rest assured that IU will continue to be "one of the highest qualities of any kind." In fact,.we sold out (though to Ziff-Davis, not the pukes) way back in May, but as you may have noticed, the content just keeps on improving. We'll take care of making sure the content is up to snuff and you take care of keeping us in business by continuing to buy the mag—deal?*

Teenage Fanclub. Pt. II

Hola Mr. Tiny man.

A few short, to the point, economical comments (sarcasm):

First, the article "Speak of the Devil," (by Steven Edwards, *IU* #9). At first, I thought this was a somewhat tentative article of the mini-proliferation of the Web with sites representing this particular religion. You offered sites, information and short interviews with those responsible. OK, a bit shy, but OK. Then you take this wonderful, fine-the-way-it-is article and "blast it out of the water!" The journalist, in the end (quite probably somewhere in the middle) succumbs to the inherent fear trained into us by the media. An open mind slammed shut! The horror! But I'm not a satanist myself. No, I'm just a nothing-in-particular. But it pains me to see a publication such as your own bad selves fall to the true beast, namely fear. No offense toward the author or any of you guys. Hell, you make one of the few readables left.

On a lighter note, in *IU* #6, remember the article on scams and hoaxes ("Web of Deceit" by Bob King)? You do? You wrote it? Oh good. That little part, the one about Microsoft buying the Vatican...hmm...correct me if I'm wrong... was that not the subject of an *Outland* comic? So which one came first, the chicken or the egg? Did the hoax evolve from this, or was this inspired by the hoax?

Life, libertine and the pursuit of a really nice pair of jeans,

Nicola

(a 15-year-old...take hope, young 'uns!)

asouza@hais.mhpcc.edu

P.S. I'd personally like to interview Mr. Deady myself. ("Sir, what were your motivations? Have you ever sent any predictions other places? Do you have Prince Albert in a can?") Old joke. Forgive me.

Still Hasn't Found What He's Looking For

Dear Tiny,

I was just reading your *IU* #8 and I saw a review of the Schwa Screen Cleanser (by Roy Neary). So I went to Computer City to see if they had it, but they didn't, so I was just wondering if you knew of any of the computer stores that would have it ? Oh and I think that the mag is excellent! Oh I really do think that you need to have more articles and sites to get good quality hacking software for me and all my other fellow hackers!

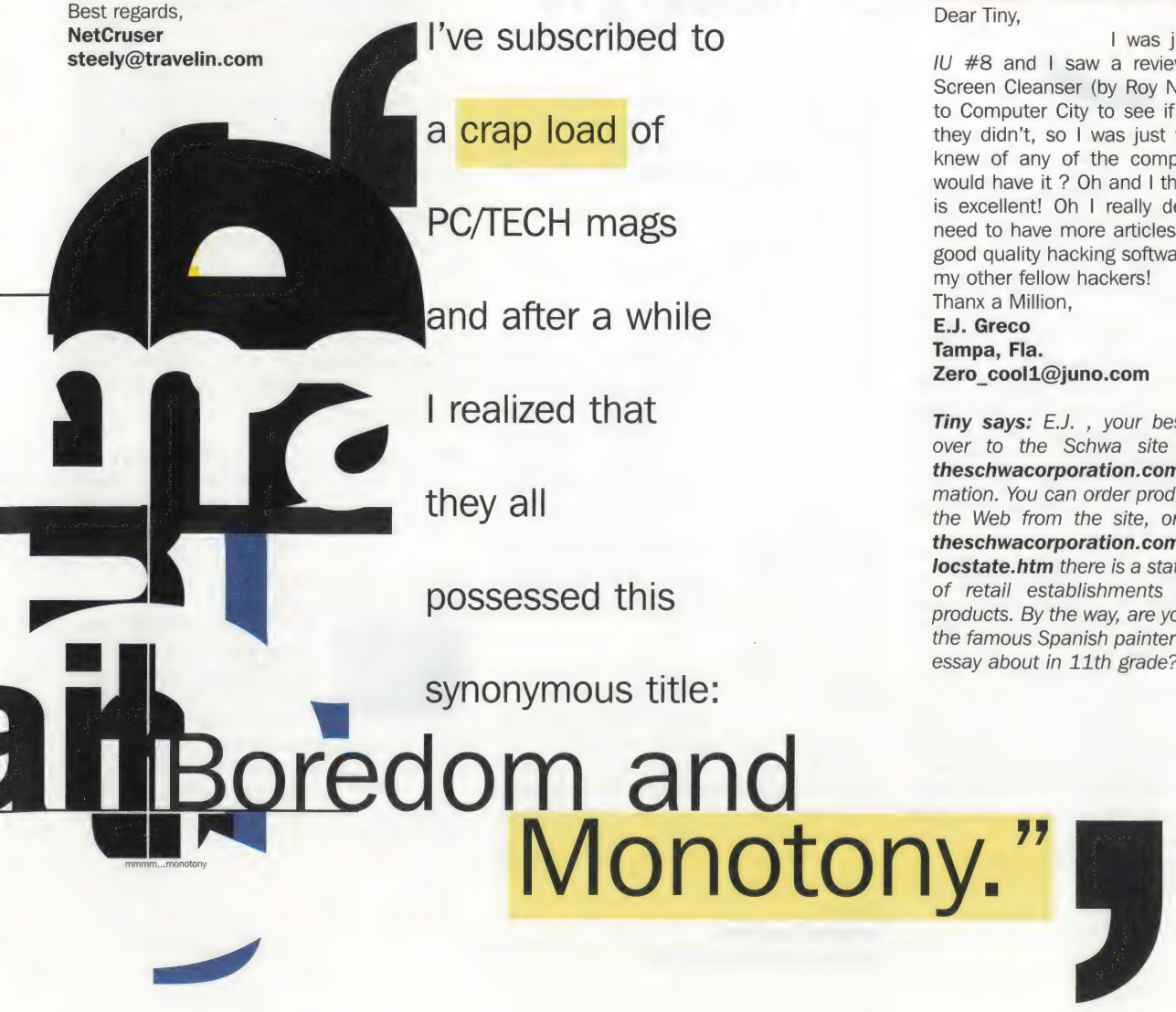
Thanx a Million,

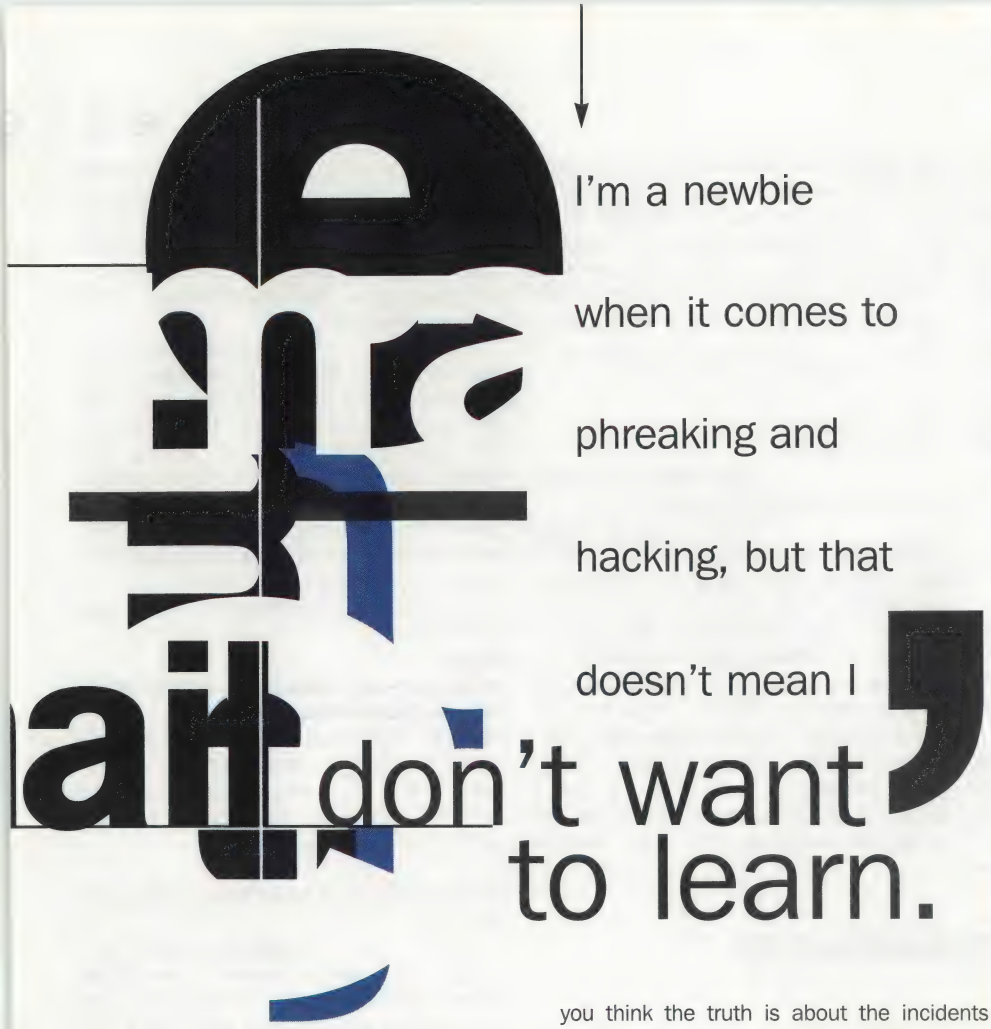
E.J. Greco

Tampa, Fla.

Zero_cool1@juno.com

Tiny says: *E.J. , your best bet is to surf over to the Schwa site at* ***http://www.theschwacorporation.com*** *for more information. You can order products directly over the Web from the site, or at* ***http://www.theschwacorporation.com/text/menu/ion/locstate.htm*** *there is a state-by-state listing of retail establishments carrying Schwa products. By the way, are you any relation to the famous Spanish painter I had to write an essay about in 11th grade?*





Turkish Slight

I have read the article about Serdar Argic ("Invasion of the Internet Impostors" by Michael McCormick, *IU* #8) and I was frustrated to see your link of this cyberpersonality to Turkish Secret Service.

First of all, let me say that he (assuming he is male as the name suggests) was one of the worst people the Internet community had to deal with. I also had a chance to meet Mr. Joel Furr during the time he was at Virginia Tech. He also was complaining about Serdar Argic and his silly bots "Zumabot" and the people who were outraged by the numerous postings made by Serdar Argic.

No matter how bad the experience was, I don't think anybody, not even a publication by Ziff-Davis, should have linked Serdar Argic to the Turkish Secret Service, without any proof.

I don't believe in writing and publishing articles about an entity of a country without giving any proof. Not only that, but the fact that you based your claims on "a person familiar with the subject" made me think that the claims by the source were far from the truth. Moreover, I believe that the idea of using this article to help serve the goals of your source's hatred against Turkey was a cheap shot. I don't care what you think the truth is about the incidents mentioned by Serdar Argic, but I believe that linking acts of a possible cyberpunk to the government of an allied country without any proof is not right.

Sincerely,
Bahadir Acuner
acunerbb@csugrad.cs.vt.edu
Blacksburg, Va.

Michael McCormick says: *I stand by the article, which quotes the opinion of a source familiar with the Zumabot site who does have personal knowledge of the Serdar Argic episode. However, I am sorry if that quote offended any readers. Turkey is a great nation and an American ally. Despite his alleged connection to the Turkish secret service, "Serdar Argic" was a nuisance at worst. I'm sure most* IU *readers understand that the Zumabot's behavior and outrageous statements are not a reflection on the Turkish people.*

IU Down Under

Gday,

Many thanks from an Aussie fan! Your magazine is excellent, and provides a refreshing alternative of superior quality compared to the other formula-driven rags which use second-rate copy to pad out the advertisements—thus blurring the distinction between MAGAZINE and SHOPPING CATALOGUE.

Cheers
Sylvano Lucchetti
sylvano@magna.com.au

Deady Tired

Hello Tiny or whoever is reading this,

I would like to start out by saying that your magazine is very good. I like the way you add wit and humor in your magazine. I really liked the piece you all did when the underground was bought—it was great ("Sucking Up and Selling Out" *IU* #8). However (yes, there is a however), I'm tired of reading about Mr. Deady. We do not remember all the crackpots that thought the Earth was flat, that man did not land on the moon and that Pat Buchanan is a really nice guy. Let's forget about him already. OK?
Altais Rastaban
altais@netropolis.net

Tiny says: *Altais, I agree with you. So I showed your letter to the editors and they said you're right, The Deady Watch is getting tired. They told me that it will never run again. That's what I like about the editors, they listen. I mean it. I'm just this guy who works in the mail room and they don't have to listen to me, but they do. They really respect my opinion. I tell them to can the Deady Watch and they say OK. They're really a swell gang up there. It really warms my heart when they...*

The Deady Watch

"I give the magazine six months."
—G.A. Deady, letter to *IU*, Jan. 16, 1996.

My oh my, Mr. Deady, how time flies. This is issue #11 already. We hope you're not a big gambler. Anyway, we doubt you'll ever read this, but we thought we'd say "hi" on the off chance that you picked up this issue at your local newsstand while you desperately searched for the latest *Virtual City* (come to think of it, maybe your prediction was meant for them). Give our best to the whole Deady clan.

By the way, readers, be sure not to miss our spectacular one-year anniversary issue this December featuring an exclusive and exhaustive interview with the legend himself (if he doesn't hang up on us).

Tiny says: *So, you're going to listen to me and not run it any more. Real funny joke. Oh, I'm really ROTFL over this one. Thanks for nothin'.*

Victor the SnakeMannn Photo of the Month:

This month's selection features Victor the erstwhile star of stage and screen, and Ms. *Murder She Wrote* herself, Angela Landsbury. Victor explains at his site that the photo was taken while he was on the set of *Murder* — "They tucked my hair up under a hat and made me a New York Police Officer. (YEECH!!!!)"

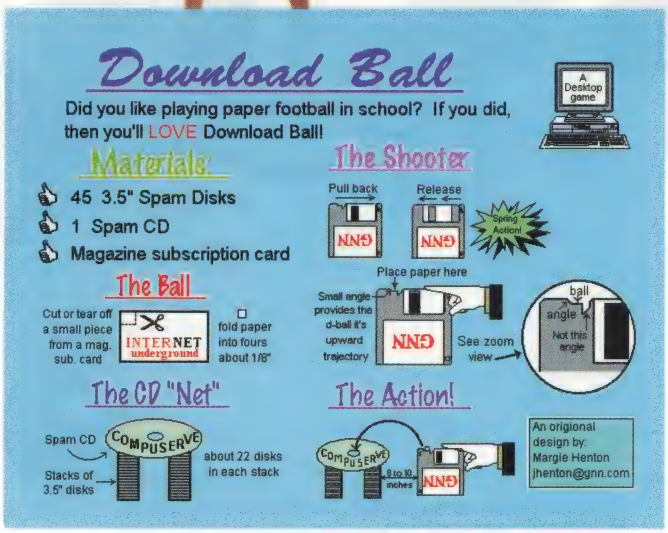
At last, it's time to announce the winners of our Happy, Fun Spam Disk Contest! Back in May we challenged you to find alternative uses for all those pesky disks that keep coming in the mail from AOL, CompuServe and the rest of the gang. Here are the winners.

GRAND PRIZE: A three-month mention in the *IU* masthead, a large *IU* Box O' Stuff and a special surprise prize.

Download Ball by Margie Henton

"Download Ball" is like paper football, but more similar to basketball. The game was invented while waiting to download a file off the Internet. In the spirit of the contest, Henton even included a Top 11 list for why her entry should win the top prize:

11. No special equipment needed.
10. It saves the Earth—not only by recycling 3.5" disks, but CDs and subscription cards too.
9. It's an ergonomic exercise.
8. You don't need a computer to play d-ball.
7. It reminds you of the good old days when you used to play paper football.
6. CENSORED!!
5. You can play it alone or with a friend.
4. Two words: No Sweat!
3. No special shoes or clothing required. (You can even play d-ball wearing a disk dress.)
2. It's something to do while you are waiting to download.
1. It's good, clean fun!

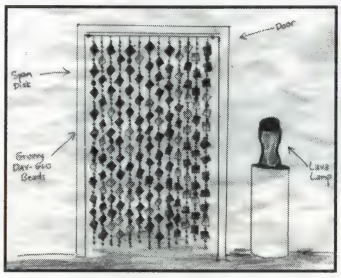


In addition, here are some special tips for playing Download Ball:
* Beginners should hold the shooter flat on the table for balance.
* Just like REAL basketball, you probably won't make a basket the first time you try d-ball. Keep practicing and soon you'll get the hang of it. My 4-year-old nephew made it on his second try.
* Spitballs won't work on this design. They stick to the shooter.

First prize: Small Box O' Stuff and special surprise prize.

Geek Porch by Jim & Tay Mueller

The cubical flowerpots are composed of five diskettes each, epoxied together with the HD & lock slots left open on the bottom diskette to allow drainage. The Scare-Owl is a plywood cutout painted black with two Prodigy CDs suspended in the eye holes and allowed to spin in the breeze. The soothing wind chime is diskette shutters, the top spreader is a slotted CD and the swinging chimer is a naked floppy.



Second Prize: Small Box O' Stuff and special surprise prize.

Retro Door Hanging by Beth Maynard

String them together on fishing wire, interspersed with groovy day-glo beads, for a retro door hanging. If possible, display with lava lamp.

Third Prize: Small Box O' Stuff and special surprise prize.

Wax catchers for candles by Samantha Lynn

Use them cracked open in the case of floppies for larger candles and use CDs for smaller candles. Should wax get past the disk guard, use another disk to scrape the wax off.

Congratulations to all the winners and a big *IU* thank you to everyone that entered (even the guy who suggested cutting the disks into strips for an emergency supply of toilet paper).

NET TOP TEN

1

Surreal Make-Over Gallery
http://webpages.marshall.edu/~jtoney/facepage.html
Just for kicks, Allen Toney has been known to rearrange faces. You can view a few of them at his Web site; the oil-painter-turned-computer-artist posts surreal redrawn portraits of users who mail him photographs of themselves. Mixing "liquid, sensual, neo-classical forms with mystical, mathematical" sensibilities, Toney "paints" and distorts photos of ordinary individuals into original works in styles borrowed from Salvador Dali, Rene Magritte and Max Ernst, among others. Of special interest on the site are the Make-Over Hall of Fame, Works in Progress and an offer for your very own Toney T-shirt ($20)—a small price to pay for a facelift. ***(For the full story behind this site, read "Spotlight" on p. 64)***

2

Superunknown
http://www.csusm.edu/public/guests/fm/su2.html
This site is not quite as mysterious as its name, but it does offer some nice surprises and a frightening, green-eyed dog mascot. The Superunknown, or the "Yellow Pages of the ANSI, ASCII, Music, VGA and Demo Scenes" (as dubbed by its keeper, Jordon Snodgrass, a.k.a. Flood Myth), is primarily a collective of computer code artwork. Brief descriptions of the different styles of code art, information on the latest technologies available to code artists and a gallery of work constitute most of what's here. If code art is not your thing, you'll at least appreciate the fine use of Netscape frames.

3

The Nightmare Before Christmas
http://www.lm.com/~biomech/mainindex.html
"It was late one fall in Halloweenland, and the air had quite a chill. Against the moon a skeleton sat, alone upon a hill. He was tall and thin with a bat bow tie; Jack Skellington was his name. He was tired and bored in Halloweenland—Everything was always the same." Unlike Halloweenland, there's nothing boring about this hallowed site, dedicated to the Tim Burton animation extravaganza ***The Nightmare Before Christmas***. Many images from the film, RealAudio samples of Sally, Jack and others, the original poem, movie credits, lyrics and much more make this superbly designed site nearly as much of an adventure as the film itself.

4

The Sticky Wicket: Poverty's Home Page
http://www2.ari.net/home/poverty/welcome.html
Webster's Dictionary doesn't agree that a "sticky wicket" is "a difficult or delicate problem or situation," as the term is defined by the authors of this Web site. However a "wicket," meaning a doorway of sorts, and "sticky," a quality that would make such a doorway difficult or messy to get through, is an acceptable, yet roundabout, way of summarizing the purpose of this Web site—to open doors for the homeless population and create opportunities for them. The site, created and is maintained by a homeless American with an e-mail address and Net access, for the Washington D.C.-based non-profit group Restore Hope In America, is a textual source of links to articles and informational resources to help the homeless and impoverished get back on their feet, financially and socially. There's more offered here than opinion pieces and first-person testimonials. A weekly update from the ***Cyber Herald*** on homeless issues and numerous other features offer useful facts that appeal not only to the homeless, but those who are also directly affected by the issue.

5

Speed trap registry
http://www.telalink.net/speedtrap/
Pity the fools who mindlessly speed down Delaware's Rt. 301 near Middletown. If they had only checked out this site, they'd have known that the police hang out at a used car lot near the Dunkin' Donuts shop right where the speed limit drops to 45 mph. The site's been around since February of 1995, but since it's mostly built by netizens' contributions, it has taken a while for the site to become comprehensive. Not content with cataloging speedtraps in all 50 states, the registry has gone international. The listings for Iceland, Malaysia and 16 other countries are especially useful if you've ever tried to talk your way out of a ticket with Reykjavik's finest.

6

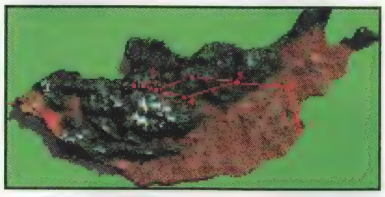
Whale Watcher Expert System
http://vvv.com/ai/demos/whale.html
While out sailing the seven seas you spy the mighty beast. But alas, you can't figure out if she was a blue whale or a sperm whale or perhaps even a Narwal. Well, help is on the way in the form of this interactive site. Answer a series of questions about the whale you saw (Did you see the whale's flukes when it dived? Was the size of the whale best described as very large or medium?) and you'll soon have an answer. The site makes no claim at being definitive, but if you have any more questions after figuring out what kind of whale you've spotted, there are links to other sites with more detailed information.

7

Internet of Fine Arts
http://www.fine-art.com/link.html
If you are looking to purchase interesting art but don't know where to begin, the Internet of Fine Arts home page is a good starting point. Billed as the "largest wholesale online listing service in the world that is available directly to the general public," the site has an illustrious collection of gallery showings, emerging artists' home pages and museum and art organization links. The main gallery lists artists and their work alphabetically, including pricing—and in some cases, images of what's for sale, and when it's available. If you'd rather window shop, the site maintains many links to art resources, from Italian sculpture to graffiti. The site itself is not garish in design; in fact, it's rather sparse. Here, the "less is more" strategy works just fine.

8

Mongolia '96
http://www.webdevils.com/mongolia96/index.html
Imagine trying to drive across a country that spans the distance between New York and Salt Lake City with only 600 miles of paved roads. That's Mongolia, and an international group of television journalists are traversing the rugged landscape filming documentaries and posting their adventures on the Web. Mongolia '96 features excellent essays on the land, history and people that constitute this fascinating country, a nation that may be "the last unaltered landscape in the Northern Hemisphere." By press time the journalists will have returned from their journey, but this look at Mongolia's daily existence will remain fascinating for years to come.



9

Pulpit
http://www.pulpit.com
Within the walls of ***Pulpit***'s church, it's the virtues of spectacular design, innovation and culture that comprise the magazine's monthly sermons. Despite its focus on design however, the Web-only publication, with its starkly sophisticated layout, is mostly content driven. The first issue's editorial lineup features a meeting with designer Paul Smith, an insider's look at deceased film auteur and horticulturist Derek Jarman and a writer's account of his visit to an exceptionally unique noodle bar. The stories may come across as high falutin', but they're far from preachy. As explained by the magazine's editors, ***Pulpit*** is intended to be accessible to both design beginners and masters: "It's a broad church."

10

The Commonwealth Network
http://commonwealth.riddler.com/Commonwealth/doc/home.html
The Commonwealth comes across as sort of an advertising co-op. The lure is that your Web site should be making you money, that any hit is a good hit and advertisers will pay per viewing. The people at the Commonwealth provide ad banners and encourage people to post them at their respective sites. The reward is three-fourths of a cent for each unique visit. It's perfect for smaller sites, because the burden of selling is put on the Commonwealth, and great for advertisers, because their ads get out to a varied audience. Over 2,000 sites have joined this communal effort, which is tailored, sane and no risk to Webmasters. This could be the new business plan that actually works.

Bring a Sharp No. 2 Pencil...

Essential to the success of any magazine is the "kicker page"—that last page of editorial that's usually occupied by a witty columnist or a collection of funny facts. But even more essential than the actual content on that page is having a clever name for that column. New media publications are no exception. Test your acumen by matching the name of the kicker page (first set) to the publication (second set). *(Answers below)*

A. Crosswired
B. The Underground Internet
C. Negroponte
D. P(retty) S(trange)
E. Log Out
F. Online Almanac
G. Net.Dialog
H. @ Large
I. Rant
J. Abort, Retry, Fail?
K. Web Lite
L. That's Life

1. *Yahoo! Internet Life*
2. *Internet Underground*
3. *Internetwork*
4. *Web Developer*
5. *Online Access*
6. *NetGuide*
7. *The Net*
8. *Internet World*
9. *Wired*
10. *Computer Life*
11. *PC Magazine*
12. *Iway*

Answers: A-3, B-12, C-9, D-1, E-8, F-5, G-6, H-2, I-7,J-11, K-4, L-10.

8-12 Right: Maybe your reading list is a little too narrow.
4-7 Right: You're the one your friends bug when they can't figure out how to connect to AOL.
2-3 Right: Come on, the quiz wasn't that hard.
1 Right: It better have been *IU*.

Good Lord No!
(official site version!)

The John Tesh Web
http://www.tesh.com

Spanning the bridge between the real world and the Internet....

culture.

Bargain Bin

It's been said that any sufficiently advanced technology is indistinguishable from magic. To computing novices, there's not much difference between C++ and voodoo; all they know is that they want *results*. Similarly, we all want *love* to work out but often don't know how. In the spirit of high technology and ancient magic, The Sorcerer's Shop is selling a package online so that you can get some loving.

At the crux of the love spells are the "passionate"-colored man-and-woman shaped candles. The drill is that you burn them, "sending images of your desire through the candle flames and ultimately to the other person." There's also a crystal, incense and some Love Oil involved. You have to chant, concentrate and transmit the essence of your desire. The pitch concludes, "Remember, the vibration you send will be the one you receive back. The magic is in your mind. The love comes from your heart." Sounds like Dumbo's feather to us, but hey, whatever makes you happy. The kit's $35; if you can't swing that, something called "irresistible drops" go for 20 bucks.

Happy hunting, lovebirds.

The Complete Love Spell Package
http://www.sorcerers-shop.com/love.html

Netspeak

"My favorite movie was *Forrest Gump*.
And, it's really hard to pick one
favorite song. I don't think I can!"
—U.S. Olympic gymnast Shannon Miller giving it that old Olympic effort on AOL.

"Keep writing."
—Crooner Tony Bennett's sage advice to a "young talented hacker" on Prodigy.

"It's a very common question. There is a
porno star called 'Susan Olsen,'
but it's not me."
—Susan Olsen, known for her role as Cindy on *The Brady Bunch*, addressing the "porn star" rumor on AOL.

"Firstly, he's probably one of the best actors working.
The work he did playing Charlie Chaplin
was spectacular. I don't think there's a more talented actor.
It's a shame he got caught up in drugs.
But...he'll recover. He'll beat this thing."
—Director Robert Altman discussing *Short Cuts* star and walking rap sheet Robert Downey, Jr. on AOL.

watch

Architects of Indigestion

In the wake of the bombing in Centennial Park during the Atlanta Olympics, sites that publish bomb recipes have come under increased scrutiny. As reported in last month's issue, the biggest threat many of these sites pose is not to would-be victims of the bombs, but to bomb makers themselves, because many of the recipes are poorly explained and incomplete. But even as Congress spars with the question of banning these bomb sites, we've uncovered an even more dangerous trend: sites that publish recipes for inedible foodstuffs. Who knows how many victims of sour stomach and indigestion there have been from following some of the recipes at these sites:

The Scrumdelicious Urban Vermin Gourmet
http://www.mcs.net/~anetko/recipes/gourmet.html
Among the favorites here for the city dweller on a budget are Oriental Cockroach Salad ("Combine cockroaches, cabbage, red pepper and onions in bowl") and Pickled Rat Gazpacho ("Using a tenderizer, pulverize rat carcass to 1/32" thick and dice").

Iowa State University's Tasty Insect Recipes
http://www.ent.iastate.edu/Misc/InsectsAsFood.html
The kids will come a runnin' when they catch a whiff of Banana Worm Bread and Chocolate Chirpie Chip Cookies hot out of the oven. You may even want to try serving Rootworm Beetle Dip at your next mixer.

Numbers on the Net

With the election around the corner, we offer a partisan look at the presidential race through Lycos.

Clinton 30,855	Dole 11,860
Democrats 11,774	Republicans 16,178
Donkey 2,938	Elephant 9,156
Arkansas 24,339	Kansas 48,788
Hillary 5,215	Elizabeth 37,215
Gore 8,637	Kemp 4,152

NUMBER OF HOURS

AMERICA ONLINE WAS

BLACKED OUT ON AUG. 7:

19

ESTIMATED COMPENSATION

THE AVERAGE AOL USER

WILL RECEIVE, IN ONLINE

USAGE, FOR THE BLACKOUT

INCIDENT:

67 CENTS

NUMBER OF OTHER

INTERNET SERVICE

PROVIDERS WORLDWIDE:

3,053

NUMBER OF DOMAINS IN

.GOV AS OF AUGUST '96:

448

NUMBER OF DOMAINS IN

.COM AS OF AUGUST '96:

394,865

NET LINE

INTELLIGENCE REPORT: NEWS FROM THE UNDERGROUND

Send news information or comments to: RLB@MCS.NET

[Software Piracy Doesn't Pay]

The Goods on The First Software Bust on the Net

"DON'T COPY THAT FLOPPY." IT'S THE EIGHTH deadly sin of the digital age. On the Net, vast libraries of expensive commercial programs are available for the point-and-clicking. Some thieves are anarchistic types who resent software companies' prices and status; others innocently assume that copying software doesn't hurt anyone.

The whispered truth, really myth, has always been that the Software Publishers Association doesn't bust individuals, but the rules have changed. The SPA is tired of being cheated and disrespected, and on June 23, the crackdown began. That day, a suit was filed in Seattle's U.S. District Court on behalf of Cisco Networks Inc., Symantec Corp. and Traveling Software Inc. The suit is against a Seattle man, Max Butler, who supposedly uploaded illegal copies of those companies' software products to an anonymous FTP server run by ABWAM Inc. in Colorado.

ABWAM caught the pirate through routine system maintenance. When they noticed excessive amounts of traffic coming through on their anonymous FTP server from unfamiliar addresses, they began to investigate. They found that their server was being used as a depository for pirated software. Weary of having their resources diminished and being exposed to liability, they decided to strike back. Darryl Watson, president of ABWAM, tells a classic story of getting the runaround: "We called the FBI at first, since it was an interstate problem, but they weren't interested in dealing with the problem. We called various agencies, and they weren't interested in dealing with it, because there was no legal precedent involved in attempting to get recompense back for resources that had been taken from us, essentially. So we finally called the SPA and hit on the idea of attacking these folks through software copyright violations." Consequently, the case is being dealt with as a civil suit, not a criminal activity.

So is this bust really about one person, or is it a message to the entire Internet community? "It's a three-pronged message," says Peter Beruk, director of Domestic Anti-Piracy of the Software Publishers Association. "It is a message to the Max Butlers of the world that this can't be tolerated anymore. It's a significant problem for the industry. It is a message, certainly, to Max Butler himself, of the same thing, but also a message to Internet Service Providers that they have the capability of monitoring their system, and should be doing exactly that."

ABWAM could have been sued itself for copyright infringement but was spared because it was so cooperative in detecting and reporting the abuse, says Beruk. That's right: No matter how unaware or innocent, an ISP can be held partially responsible for having illegal software on its servers. Beruk offers guidelines to other ISPs to shield themselves from liability: "We believe that if abnormally large files are being transferred across their systems, either through anonymous FTP or regular FTP addresses, and those files have file names associated with commercial software applications, that that should be a flag to try to figure out what's going on, and what's actually coming across their services."

Potential penalties for dealing in stolen software are high, although there is no legal precedent yet for piracy committed over the Net. "We've actually not asked for any specific damages, although we pointed to the copyright law, which says that the copyright holders can recover up to $100,000 for each infringement," Beruk says. "So, in the Max Butler case, because there were three plaintiffs, three different products, his potential exposure is $300,000 in penalties."

Although the SPA has long pursued pirates on bulletin boards, "this is our first action [against piracy on the Internet] and what we believe is the first action of its kind," Beruk says. "We're actually preparing some additional bulletin board actions and Internet actions as we speak. Simply because we're sending a message, and because it's a significantly growing problem in the industry."

Ironically enough, Max Butler was identified by the very tricks of his trade. "People who drop off software at these locations leave information with their files that tells a lot about them, solicits new members to join their little informal club to bring in other copyrighted software that they're looking for, so they gave a great deal of information about where they were, who they were, and how they were operating," says Watson. Pirates, beware; The high seas of the Net are now being patrolled. —*Sarah Ellerman*

[Strippers Feel Stripped of Rights]

Illegally Posted Pictures to the Net Incite Dancers to Unionize

A SAN FRANCISCO STRIP CLUB MADE Internet—and labor—history this past August.

According to union organizer Sandra Steinbauer, dancers at the "Lusty Lady" complained that customers in one-way-mirror booths surrounding a central dance pit were smuggling in cameras and posting pictures of the strippers to the Internet. Dancers voiced concern to management about a possible violation of their rights but were ignored. Frustrated, the dancers banded together and organized the first strip club union in the nation. "They're workers, and they deserve fair treatment like any other workers,"Steinbauer says.

Because of the one-way mirrors, "the customers could see the dancers but the dancers couldn't see the customers," Steinbauer notes—leaving them unaware of the filming.

"They said it was against the policy," says Johanna Breyer, who co-founded an advocacy group called the Exotic Dancers Alliance. "But then it wasn't enforced...The only way they would know is if they saw a little red button [through the mirror] from a video camera."

"There were some concerns about the one-way mirrors, that there may have been some videotaping, maybe something even got onto the Internet," says Alan Levins, the attorney representing the club's manager, June Cade. "In hindsight, she didn't respond the way certain employees wanted her to."

"The dancers had been complaining for over a year about this," says Steinbauer. "When they started organizing the union, management took them away that day." But by then, the die was cast. More than half the dancers signed a petition seeking union representation. Steinbauer adds that of the 104 dancers in the region, only two have voiced anti-union sentiment.

Steinbauer expects publicity of the union vote to encourage unionizing activities throughout the city and hopefully nationwide. "If this happens, it'll be a domino effect, because this industry is so ripe for unionizing." Breyer adds, "I think it's about time that something like this happened—that this industry [rise from] being an underground industry where it leads to exploitation for a lot of people."

When *IU* called in, business was still "very good" at the Lusty Lady according to the club's receptionist. And the strippers tell us that prominent signs warning "NO CAMERAS" are now hanging over the 20-seconds-for-a-quarter booths—and the only other sign of videotaping technology is the ATM camera in the lobby.

—Dave Cassell

HOURS USERS SPENT WAITING

TO ASK GENERAL COLIN POWELL

A QUESTION AT A GOP NATIONAL

CONVENTION CHAT ROOM:

3

THE NUMBER OF QUESTIONS

POWELL ANSWERED BEFORE

LEAVING:

1

Sources: *USA Today*, AP, GFK

Marketing Services, open Market,

Win Treese and InterNIC.

[The Hacker Gathering]

Def Con IV, A Convention For "Computer Enthusiasts"

ON THE FIRST DAY OF THIS YEAR'S DEF CON, AN ANNUAL gathering of hackers, a group of attendees had already hacked into the hosting hotel's elevator system, forcing all doors to remain open and inoperable for hours. That's tame compared to the pranks pulled in previous years, says convention president and ex-hacker Jeff Moss, who originally conceived of the conference four years ago as a way for "phreaks, crackers, pirates, just everybody, to get solid information about hacking."

Tame compared to what? At Def Con II, a prankster allegedly did some damage to the then-hosting Sahara Hotel's eighth floor smoke detectors—and naturally, the easily targeted Def Con attendees were the first to be blamed. "The hotel was installing detectors in one long hallway and they were hanging from wires, ready to be screwed into the ceiling," Moss remembers being told by Sahara management. "Someone jumped up and grabbed the first detector and pulled it down, ran it and its wiring to the elevator, threw it in and hit the down button. As the doors closed on the wiring and the elevator went down, it yanked the cables all the way down the hallway and all the smoke detectors popped, one after another."

This year, the convention ran without great incident. Even so, the hosting Monte Carlo Hotel monitored the convention's activities with great caution, particularly because of the unexpectedly large turnout. Def Con, which only hosted a few hundred attendees in its first year, has received growing interest over the last three years, and this past July, boasted more than 700 attendees and speakers who offered presentations on everything from Windows 95 viruses, to satellite vulnerabilities and difficulties with counterfeiting.

It may not have the kind of backing supporting the Internet World convention, but if you truly want the skinny on the inner workings of the computer industry and the dangers posed by modern technologies, be sure to take part in next year's yet unannounced event (the Feds always do). Visit **http://www.defcon.org** for more information.

[Net Briefs]

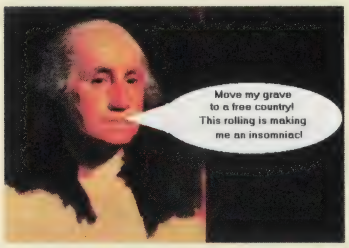
Through mysterious and unsaid ways, a list of sites blocked by SurfWatch, NetNanny, CyberSitter and CyberPatrol pornography-blocking software made it into the hands of *CyberWire* journalist Brock N. Meeks and *HotWired* editor Declan McCullagh.

The XXX-Files

According to Meeks and McCullagh, among the thousands of pornography sites and Usenet groups that were filtered out, the softwares also blocked certain URLs for pages that discussed issues of homosexuality, AIDS, gun rights and feminism. Not all programs were as Procrustean as others however: SurfWatch appeared more progressive minded while CyberSitter's database seemed to serve those more predisposed to traditional values. Concluded Meeks and McCullagh after viewing the lists, "It's a bait and switch maneuver. The smut-censors say they're going after porn, but they quietly restrict political speech."

In late August, hackers attacked the Department of Justice homepage at **http://www.usdoj.com**, altering the welcome page to include a topless picture of Friends' star Jennifer Aniston, swastikas and an angry critique of the Communications Decency Act (it can be viewed at a working mirror link at **http://www.otol.fi/~jukkao/usdoj/**).

This Web page assault followed on the heels of another unrelated Net attack—a mail bomb was sent to members of the press, corporations, "clueless yuppies,"



AT THE ATTACKED SITE, OUR NATION'S FIRST PRESIDENT HAD SOME WORDS FOR THE DOJ.

Hacker Backlash

politicians, AOL and assorted others that had somehow vexed an anonymous hacker named "Johnny." An open letter manifesto was posted to several newsgroups that explained the attacker's reasons for sending the mail bombs: "We are just one group helping to reclaim what used to be...we are losing control of the Net and want to take a last stab at revenge." Among those whammied with the listserv/majordomo attack were political personality Rush Limbaugh, *2600* editor Emmanuel Goldstein, Microsoft head honcho Bill Gates, morning show hosts Mike 'n Maty and *Time* magazine contributor Phillip Elmer-Dewitt.

Sci-fi fans, don't get too giddy but...The Dominion Web site at **http://www.scifi.com** will be hosting the first-ever online science-fiction convention, from Oct. 31 to Nov. 2. SCI-FI.CON will offer online movie screenings, author interviews and readings, celebrity chats, a Web scavenger hunt, expert panel discussions and a virtual costume ball. Be sure to bring shaving cream.

Tricks, Treats & Stuff

[Get Medieval On Your PC]

The First-Ever "Virtual MUD," Simultaneously Connects Thousands of Users Worldwide

WITHOUT A DOUBT, MERIDIAN 59 IS THE MOST CURIOUS, engaging and addictive hybrid Internet/CD-ROM to have hit the gaming market. Sure, that doesn't say much since most hybrid CD-ROM products are flat-out lame. But truly, Meridian is a groundbreaking networkable environment.

The medieval fantasy world can be compared to, but is way more complex than the now antiquated concept of virtual reality—

3DO likes to pitch the product as a "virtual MUD," which is probably a more suitable description of the game. For the uninitiated, an ordinary MUD, or Multi-User Dimension, is a text-based online world where users can chat and interact with other text-based players. Meridian 59, however, offers a graphical interface (familiar to games like Doom and Duke Nukem), a 3-D world with trees, mutant rats, weapons, guild halls, gladiatorial coliseums, troll-inhabited mountains, waterfalls and anything else that might decorate a magical landscape. When first logging into the game, users have the opportunity to create a whole new life, a new face, a new persona—for instance, I created a character player named Tiny, a tall, buff and dashing fighter (remember, it's virtual!) who was raised by a school of wild fish.

Unlike other virtual domains like The Palace and Worlds Chat, Meridian offers a complex role-playing and gaming element that's sociologically fascinating. Of greatest interest, are the guilds, varied organizations of players that maintain a number of discrete purposes. For instance, members of The Black Company operate as hired mercenaries while those of the Dragon Order have taken a vow to intercede on behalf of the unjustly murdered. Currently, there are over 20 well-developed guilds in Meridian for players to pledge to, each with its own agenda.

Another interesting element to Meridian gaming is the ability to kill other character players. After a user has gained enough experience, he or she can go on the hunt—but as in the real world, there are repercussions for killing unfairly. Kill a member of another guild and expect to incur the wrath of all its members. Upon my first visit to the city of Tos, one of the first posts I read from a communications globe (a device that players can use to post messages of goings-on to other players) described an unfortunate guild war that had escalated out of control: "When I had reached the lower levels of the Den, I saw the dead bodies of Kindred all over the place. Blood was everywhere, on the floor, on the walls, on the swords of the Dragon Order and their allies. Some Kindred had been attacked so hard that their bodies were broken into several parts. It was a sight that was not easily forgotten and not for the weak at heart."

On a more peaceful note, activities like yeti-hunts, treasure quests and wedding ceremonies also occupy the time of the world's varied online players. In the town centers, which also act as war-free zones, players tend to congregate and socialize for hours on end, primarily about the political state and welfare of their virtual home. "For a first-person MUD like ours, there's much more immediacy and a greater attachment to one's character and other characters," says Mike Sellers, one of the game's programmers. "You're interacting with a real person in a space that seems to exist. That degree of spatialization in a rich environment gives people a lot more hooks to hang their interaction on. There's still a lot of text going back and forth, but that only becomes subverted to the graphical view."

Currently, there's no capability built into the game to construct one's own fortress or add structures to the gaming environment, but Sellers says that it's being considered. Also being tossed around is a rather unique pricing strategy for the product. The October release will be sold retail (pricing was not set at press time) with an additional service charge, but 3DO has hinted at the possibility of charging instead for virtual services, like healing potions and magical swords—so, if your character is nearing death and needs some strength, or if your character is about to do battle with a nasty Giant Orc and needs a more powerful sword, 3DO will sell you the virtual necessity.

To enter Meridian, users will need a 486/66 or faster PC, Windows 95 or NT, 8MB of RAM, a 14.4 kbps or better connection and a SLIP/PPP account with a true IP address. A few character players complained about lag time on slow accounts, but almost unanimously, users appeared utterly immersed in the experience. Link to **http://www.3DO.com** to obtain updated release information and the complete list of online guilds. And if you ever make it into the fantastic realm, be sure to say "hi" to Tiny.

—Rob Bernstein

Baseball Fan Fare

So, you couldn't get tickets to the World Series? Try Instant Sports (**http://www.InstantSports.com/**), a Web site that offers Instant Ballpark, a Java applet that allows you to watch actual major league baseball games via the Internet. Reporters, who are stationed at every major baseball game being played, enter codes into their personal computers for every swing, strike and hit just as it takes place. Then, a central computer in Austin, Texas, simulates the activity for the fans watching on the Net (there's a 90-second lag-time). Download the free 1.1 software at the site.

Holden Halted

The Holden Server at **http://www.stardot.com/~lukeseem/holden/**, is catching a lot less hits nowadays. The site, run by college student Luke Seemann, used to generate random quotes from J.D. Salinger's classic coming-of-age-novel, *Catcher in the Rye*. In June however, Seemann received a cease-and-desist letter from Salinger's attorney. Seemann, arguing "fair use," was prepared to fight the court battle to keep his site up and running, but recently had a change of heart and closed down the server out of respect for the reclusive author. Cryin' shame.

Raise Your Hand If You're Sure

The National Computer Security Association (NCSA) has announced a new Web site certification program that will set forth guidelines to maintaining a secure home page. It doesn't sound very different from the Electronic Frontier Foundation's eTRUST program (featured in last month's Netline), but perhaps it will urge users to think more carefully when inserting credit card numbers into strange home-page text boxes. For further information on how to have your site certified by the NCSA, link over to **http://www.ncsa.com.**

'Net Nomenclature

FAQueless: A state of obliviousness, particularly by self-important individuals who post ordinary questions to newsgroups because they think their questions are too unique to be a part of a FAQ.

Adnauseum: A malaise by more experienced Internet users who become sickened by the announcement of URLs by all too many billboards and incognizant radio station disc jockeys.

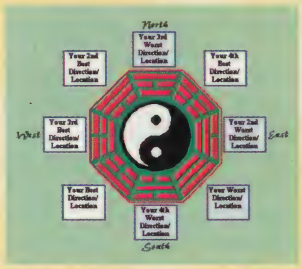
Pulling Out: The frustrating early withdrawal of one's connection that prevents a page from finishing its load.

Rental Service: The often maddening duty of connecting one's parents to the Internet.

Send your 'Net Nomenclature submissions to iu@mcs.net. If we use it, you'll win the *IU* Random Prize™.

In my lonely Lombard office, my desk faces the southwest...that is, it did before I stumbled across the Feng Shui home page. Feng Shui, or "wind and water," is an ancient Chinese "science" based on principles of landscape design and the effects that the physical environment and the placement of furniture has on one's well being. According to this science, or really, theory, the facing of my particular desk southwest (the Chueh Ming direction, or "total loss direction") is extremely harmful. How harmful? According to my personal $18 Feng Shui reading, which was determined from information I provided at the Web site regarding my date of birth, first and last name and other assorted bits of personal information, facing the wrong direction could result in "the loss of children and grandchildren and the end of [my] family name." Whoa! And furthermore, it could also occasion the loss of "all personal wealth and disaster in every part of [my] life."

At first, I, like my fellow staffers, regarded Feng Shui (which was "purportedly brought to Chinese philosophers in 2205 BC by a giant, noble tortoise") as mere superstition. It reasoned to think however, that if it were possible to rid myself of the painful back spasms I had been having and perhaps improve my fertility at the same time (I want kids someday), it was worth the inconvenience of repositioning my



[Is It Worth It?]

FENG SHUI CONSULTATION

https://www.asiaconnect.com.my/lillian-too/fsonline/consult.html

desk. My officemates didn't agree, but the haunting words "disaster in every part of [my] life," rang through and through in my mind. While I can't honestly say I've yet experienced the benefits of my reading, I've learned much about the ancient practice, and the more I read of it, the more I begin to understand and appreciate its teachings—particularly how it endeavors to positively influence human mood and action. For instance, a typical Feng Shui reading might instruct that a fountain be constructed, or a tree be planted in, say a boring office lobby, so that that "negative space" be enhanced into a more positive one. In its simplest form, Feng Shui is a ritual about the fashioning of a peaceful decor.

That's not to belittle Feng Shui into a simple study of interior decoration. The theory also maintains a rather mystical set of teachings as well. For instance, by factoring in my name and my exact date of birth, my personal Feng Shui reading was able to determine what color clothing I should wear, what direction the front door to my house should face and what numbers I should play for Lotto Pick Six (sort of).

Unfortunately, explaining the wonders of Feng Shui to my co-workers has incited a furniture-moving revolution. As a result, our main offices here in Lombard are currently in total disarray. Any positive effect that each of our individual Feng Shui readings may be having, is being eclipsed by the confusing relocation of desks. Is the $18 reading worth it? Well, I like the new office space I've managed to weasel myself into, but until my Feng Shui gets into full swing, I won't know for sure. At the very least, the online Feng Shui evaluation is a fascinating read. Free information is also available to the wary.

—Rob Bernstein

[A Curious George Conflict]

Lawyers for JFK Jr. and *George* Try to Sink Their Wooden Teeth Into George Myers Jr. and *george jr.*

IN 1961, PRESIDENT JOHN F. KENNEDY INVADED Cuba using a rag-tag band of Cuban exiles. The feeble attempt to incite an uprising to overthrow Fidel Castro was easily quashed and Kennedy suffered ridicule for his role in the half-baked and unpopular scheme.

Fast forward 25 years—Kennedy's son is sponsoring his own invasion these days. JFK Jr.'s army is a cadre of New York lawyers trying to shut down a Web site. And once again a Kennedy is being ridiculed for his role in a half-baked and unpopular invasion scheme.

In late July, a lawyer for *George* magazine, JFK Jr.'s advertising-laden vanity project focusing on politics and celebrities, sent a cease-and-desist letter notice to George Myers Jr., publisher of the aptly named e-zine *george jr.* The letter asserted that the e-zine, a mixture of literature, satire, entertainment and computer news, and the domain name, **http://www.georgejr.com**, had infringed upon and violated JFK Jr.'s trademark and property rights. Incredibly, the letter went on to further demand an accounting of all revenues Myers had derived from the site so damages could be properly assessed.

Myers, a book review editor for the *Columbus Dispatch*, was flabbergasted. He sent a letter to the lawyers stating matter-of-factly that, "George Jr. is actually my given name, and what everyone has called me my whole life." Myers added that the site was an entirely non-commercial hobby, and thus, producing no revenues. Furthermore, Myers informed the *George* lawyers that a host of other Web sites use "George" as part of their name. Among the partial list Myers culled were sites for George Burns, Curious George and St. George.

Posts to the Forum section of *George*'s Web site (**http://www.georgemag.com**) were heavily in favor of Myers rights, most citing the difference between the two publications. One anonymous post colorfully noted that "*george jr.* has about as much resemblance to *George* magazine as my butt has to Brad Pitt's."

Still both sides are standing their ground. Myers, who has retained a lawyer, Steven Hill, with expertise in domain name disputes, says, "My name is not their name. My home page is nothing like their empire. If I thought I was hurting anyone I'd stop, but it is my name."

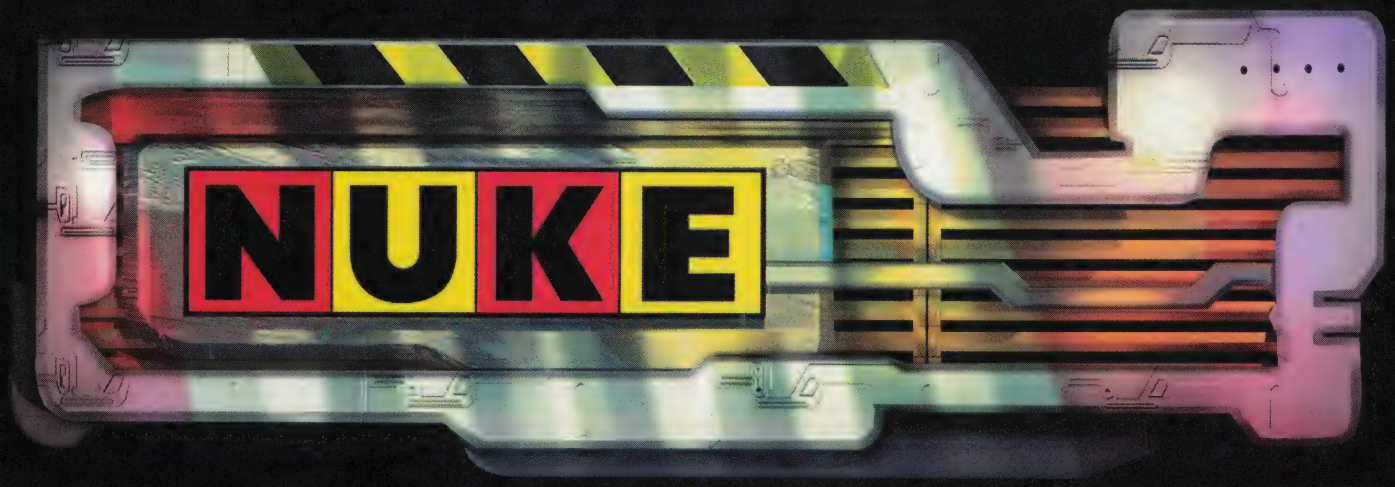
Hill is confident something can be worked out. "We are trying to work something out that's going to be a winning situation for both parties," Hill says. "I don't think either one of us wants to go to court."

Lawrence Shire, the primary lawyer representing *George*, says his client is simply protecting his trademark rights. "We're right," says Shire, who declined to comment on the specifics of the case.

Meanwhile, Myers has received hundreds of encouraging e-mails, with several readers suggesting he change the name of his site to "Kennedy." And since the dispute has gained notoriety, readership of *george jr.* has quadrupled, bringing to mind a quote of President Kennedy's: "When written in Chinese, the word 'crisis' is composed of two characters—one represents danger and one represents opportunity."

—Alex Gordon

Your gateway to gaming on the internet.



http://www.nuke.com

Microsoft Internet Explorer

NETSCAPE Now!

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Microsoft is a registered trademark and the Microsoft Internet Explorer Logo is a trademark of Microsoft.
The Netscape Logo is ©1996 Netscape Communications Corporation.

on the web

BOTTOMS UP

http://members.gnn.com/acbaird/f12bott.htm

It seemed like a clever idea. Those Point Top 5% badges are everywhere on the Net, so why not make fun of them by inventing a "Bottom 5% of the Web" award. Guess what? What was funny the first time has gotten out of hand, as witnessed by this site, Bottoms Up, which has collected the badges of every merry prankster spoofing the Point. They're all here, from "Pointless Bottom 95% of All Web Sites" to "Edge's Bottom 95% of All Web Sites." Oddly enough, this site has not been recognized by the Point yet.

HOW TO RIDE SAFELY

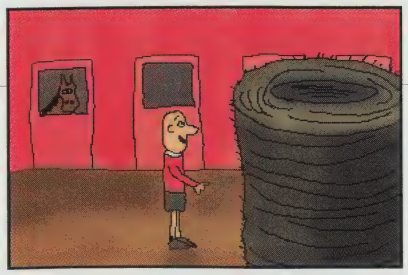
http://www.otis.com/rdngsafe.htm

The elevator and escalator: most of us embraced these technologies as youngsters, at which time we mastered the skills necessary to operate the vertical conveyers. Yet there are those among us who still insist on taking the stairs. Mostly, stairwalkers talk about the health benefits of climbing countless flights, but now, let the truth be told—they were just never taught "how to ride safely." Thankfully, the Otis Elevator Company has provided this page of helpful hints. With advice like "Watch your step, and enter and exit carefully" and "Always stand facing forward, hold on to the hand rails, and avoid the sides under the rail," this page not only educates novices but serves as a helpful refresher course for veteran elevator takers and escalator users.

JAMES AND THE GIANT ROLL OF BARBED WIRE

http://www.xvt.com/users/kevink/storytime/

This bastardized version of *James and the Giant Peach* spins a yarn of a young lad who consciously disobeys a father's order. Despite being told to stay away from a dangerous ranch, the naughty protagonist, James, journeys to the forbidden property anyway. Consequently, he has a run-in with a nasty roll of barbed wire and suffers a horrible death from untreated tetanus. The tragic tale, moralizing with the usual bedtime story subtlety, explains to young readers, "When little boys don't do what they're told, they die shamefully."



BUNGEE DISASTERS

http://www.tardis.ed.ac.uk/~ark/bungee/disasters.html

"Everyone seems to be fascinated with bungee accidents, and since I am not affiliated with any club, I'd like to document them here," explains the site's author. With strange stories of people jumping from bridges without first remembering to attach themselves and odd reports of temporary blindness after jumping, this site is a testimonial from netizens who have, in one form or another, experienced bungee trauma. Several of the stories are recalled "from memory," while others include bizarrely cited sources. The stories are not full-blown descriptions of horrific blood baths and you won't find any GIFs of the unfortunate disasters, however, the site will make seasoned bungee jumpers think twice before taking the next plunge.

THE DOG SIDESHOW BY THE SEASHORE

http://home.earthlink.net/~psuh/index.html

"You are about to enter the dark, foul-smelling underbelly of the dog world," reads the header here; so if mutant dogs are right up your alley, you'll want to dive right into this site. The Webmaster states that the dog images featured here are real, not mere illustrations. Alas, the dogs *are* illustrations (you can't jerk us around mister!). Dogs with two tails, zebra-dog inbreeds and dogs mistaken for hot dogs are just a few of the peculiar sites at this cyberanomaly menagerie. The page is very entertaining, but shocking? Not really...the dogs' owner is just a bit off his rocker.

UNCLE TIM'S SLOTH HACIENDA

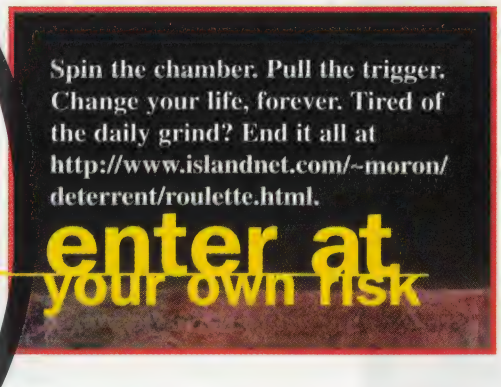
http://www.sisna.com/users/PJ1/utsp.htm

Deemed, "The greatest sloth plantation in the world," this site is not a tribute to laziness, but rather a home page dedicated to the slow-moving arboreal mammal namesake. The site contains a bizarre, continuing sloth story and an entire section dedicated to sloth poetry: "Dear sloth, oh dear sloth: Don't ever leave me alone. I don't think that I can make it out on my own in this jungle of a world." This site is not all high literature. On the lighter side, you can visit Uncle Tim's totally unrelated personal psychic page and check out Uncle Tim's various search engines, for those who are too sloth-like to go directly to the source. Regretfully, there are very few sloth images here.

CHEESES OF NAZARETH

http://www.cheesesofnazareth.com

Cheeses of Nazareth wins high marks for a clever, gotta-check-it-out domain name, but the delivery is a bit bewildering. Is this page about cheese or blasphemy? The author, Fatty Moon, touches on "the solidified form of ripened curds of sour milk" in his ramblings, but also includes poetry and some outrageous history. Recipes include Biker-Style Cheese Grits and Baked Goat Cheese Salad, and Fatty rants about "the atrocity called 'Cheeze Whiz,' sprayed out of a can like some obscene day-glow graffiti," and "the horrible 'Velveeta,' a gluey-orange thing served to unsuspecting high school students." He's clearly a picky guy. Learn all about "Jews for Cheeses" and what to do with stomach-turning cheese mold here.

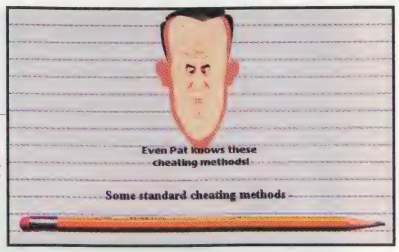


MY VENDING MACHINE EXPERIENCES

http://www.the-cantina.com/warpath/tidbits/vend0.html

Everybody's been cheated by a vending machine at some point in time, but most of us just bang the blasted thing a couple of times, spew a few curses and accept the 50-cent loss. Not for this page's angry author, who chronicles his dealings with a machine he calls "The Ultimate Evil." Among the machine's offenses: making the consumer pay twice before dispensing a Reese's and spitting out Nestle Crunch bars without the wrappers. Don't miss the QuickTake photos documenting the machine's nefarious deeds.

CHEATER'S PARADISE



http://haven.ios.com/~jefe/cheatyn.html

Two paths lead into the Cheater's Paradise. Upon arriving at this site you must choose to enter as either "honest" Abe Lincoln or O.J. Simpson. However you envision yourself, you'll want to check out all of the site's latest in cheating methodology and technology. The page is divided into four levels of cheating, from low entry-level tactics, like making crib sheets to more experienced *Shawshank Redemption*-like feats of deceit. Dishonest students everywhere will delight at the site's explanations of cunning, and marvel at the knavish usefulness of ordinary items like chewing gum, short skirts, an old watch and even a singing telegram. If you want more details, you'll have to do your own homework and visit the site for yourself.

BUREAU OF MISSING SOCKS

http://www.jagat.com/joel/socks.html

The world is filled with mysterious disappearances: Airplanes in the Bermuda Triangle, Jimmy Hoffa, Emmanuel Lewis' career and my green argyle that never returned from the laundry last May, just to name a few. Some of these conundrums will never be solved. But in a noble effort to end decades of frustration, Joel M. Reed has established The Bureau of Missing Socks, a resource for single-sock owners attempting to reunite separated pairs. It's like the back of a milk carton for footwear. The site provides the only opportunity on the Net to notify the world of your missing hosiery or to place your lonely footwear friend in the sock singles bar where he can hope to meet a compatible mate.

CLASSIC WEIRD ON THE WEB

THE DARK SIDE OF PEZ

http://redwood.northcoast.com/~shojo/PEZ/pez.html

Sweet. Innocent. Playful. These are the qualities routinely associated with PEZ, or so we thought. Just like Drew Barrymore's character in *Poison Ivy*, or perhaps more accurately, like Mark Wahlberg's subtle performance in *Fear*, who knew that PEZ, the confectionary delight that's delivered in Pavlovesque-style through the beloved necks of cartoon characters like Linus and Miss Piggy, had a dark side?

While admiring his girlfriend's burgeoning PEZ collection, the site's creator noticed that several of the PEZ dispensers were, in a word, evil. Each of the malevolent PEZ heads is displayed here with commentary on their relative malfeasance. For instance, of the seemingly benign smiling clown Peter PEZ, the author notes: "What sinister intentions lie underneath the smile that's there trying to fool the public? Remember that John Wayne Gacy was a smiling clown and maybe you won't want the candy this PEZ offers." Among the other PEZs thought to be evil are two sinister skull dispensers, a Teenage Mutant Ninja Turtle clad in black and an Anarchy Boy PEZ, which is blamed in part for starting the civil war in the former Yugoslavia.

700 MILLION DOT COM

http://www.700million.com/

Drink Pepsi, get stuff, eh? Some people want a little more than the run-of-the-mill hackey sacks, T-shirts, sandals and duffel bags that are the usual trade-offs for Pepsi points. Take Kerry Garrison, who along with five co-workers from Delta Design Services, was inspired by the television commercial in which a teenager wins an AV8 Harrier Jet as the ultimate prize for collecting 700 million Pepsi Points. Garrison and gang's goal: win that jet. To get netizens to donate points, the designers have bartered points for Web page design, screen savers and server space. The site has confused some people: "We finally had to put big notices on the site that we are *not* Pepsi, we are not suing Pepsi, we are not the dufus who is suing Pepsi," Garrison says. Still, Garrison says the Pepsi people have found the site amusing. "They called our site 'A great spoof of a spoof' and said that not only don't they have a Harrier, they also don't have a kid who can suck himself into a bottle." At press time, the site had 699,991,785 points to go. Go team.

WHAT'S IN THAT HEAD OF YOURS?

ROYALNET

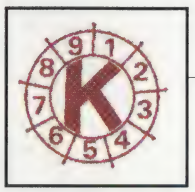
http://www.royalnetwork.com/

Here's where you can indulge that most bizarre of American appetites; no, not pork rinds—rather, obsession with Great Britain's royalty. Proudly serving up "dish, dirt and Di" about THEIR Most Dysfunctional Family, RoyalNet clearly caters to those individuals fascinated by the infamous royal separation—the site shamefully proves that even sovereignty is capable of acting like peasantry. Personal details about the world's favorite royal family can be found here, including facts about their favorite foods, greatest embarrassments and astrological signs. There's also a large news archive, reports from England, a message board and an IRC chat channel on the topic. RoyalNet reports on Fergie's predilection for toe-sucking with particular relish.

PROJECT: DENNY'S

http://entropy.muc.muohio.edu/~p7a77/dennys.html

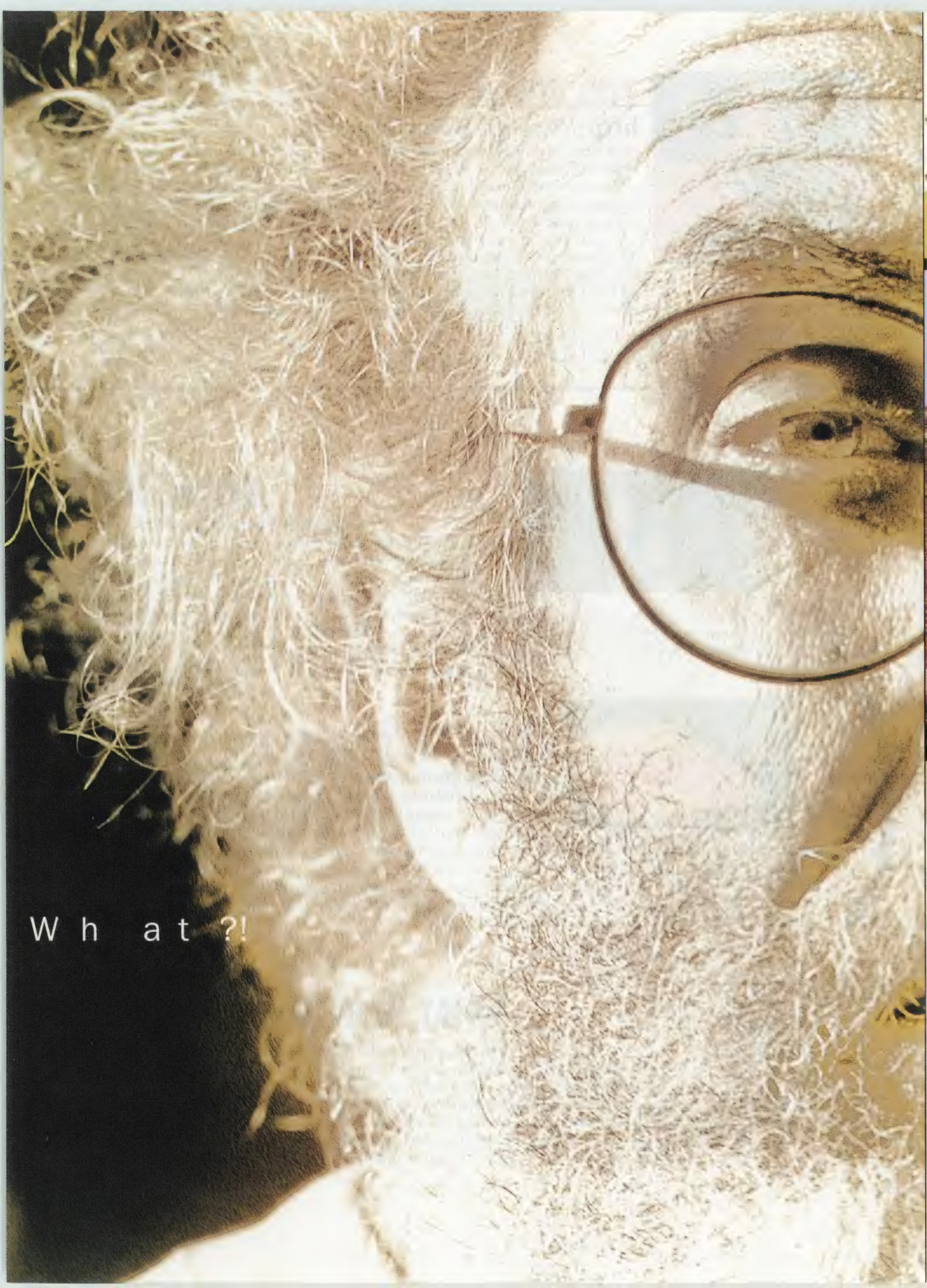
Ah, Denny's, the hallowed halls in which sloppy drunks sober up with pre-dawn coffee and haggard families devour Sunday brunch. This is the true story of Jason Alan Pfaff's quest to visit every Denny's possible before he dies. He has purchased an old school bus, named Däs Büs, to aid in this endeavor. Pfaff, a former Denny's waiter, writes up the details of each visit online, noting what he ate, what free stuff the staff gave him when pestered (such as a Flagstar Brand Vomit Clean-Up Kit), and information regarding whether or not the manager resembled "Weird Al" Yankovic (apparently, a surprising number do). We aren't sure why ANYONE would try so strenuously to hit so MANY Denny's restaurants, but we have to admire the man's fortitude. Black coffee to go, baby.



WHAT IS IN YOUR NAME?

http://www.kabalarians.com/articles/your.htm

What's in a name? The answer to this age-old question has long been, "Nothing." But the not-for-profit Society of Kabalarians feel differently, and believe, "Your name is comprised of letters in the same way that a chord of music is made up of notes. The correct combination of letters creates mental harmony just as the right group of notes in music creates musical harmony. The wrong combination, however, causes discord and tension." This site has an archive of first-name analyses on file, so you can evaluate the accuracy of their "Mathematical Principle" for yourself. Weird, yes, but no more so than believing that Leos are natural-born leaders.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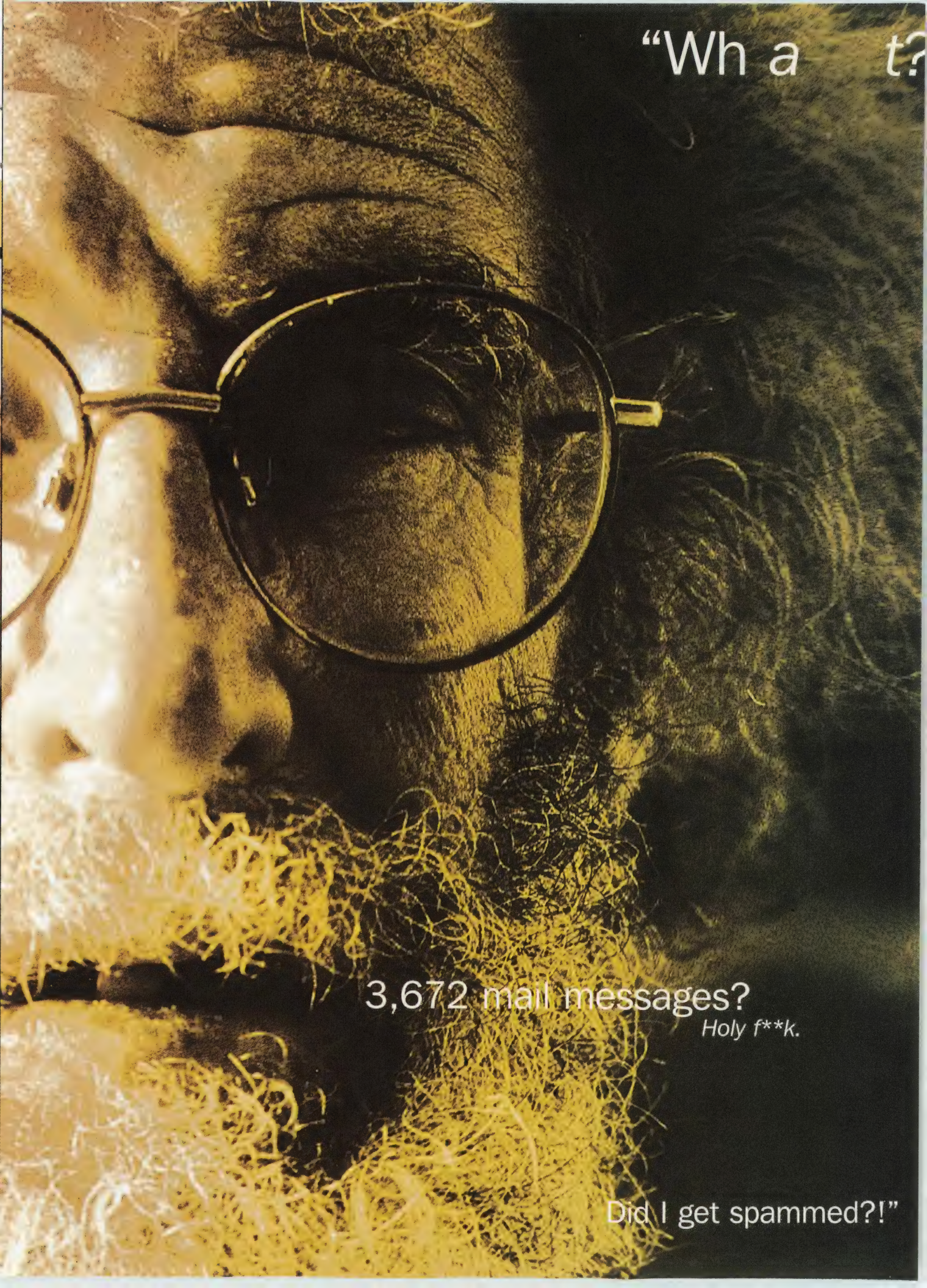

"Wh a t?
3,672 mail messages?
Holy f**k.
Did I get spammed?!"

ph t gr phy by Jean Lannen

Cereal Hack

by Steve Knopper

"What?" John Draper whispers, with panic and awe in his voice. He leans forward and stares into his Macintosh PowerBook 520. "What?"

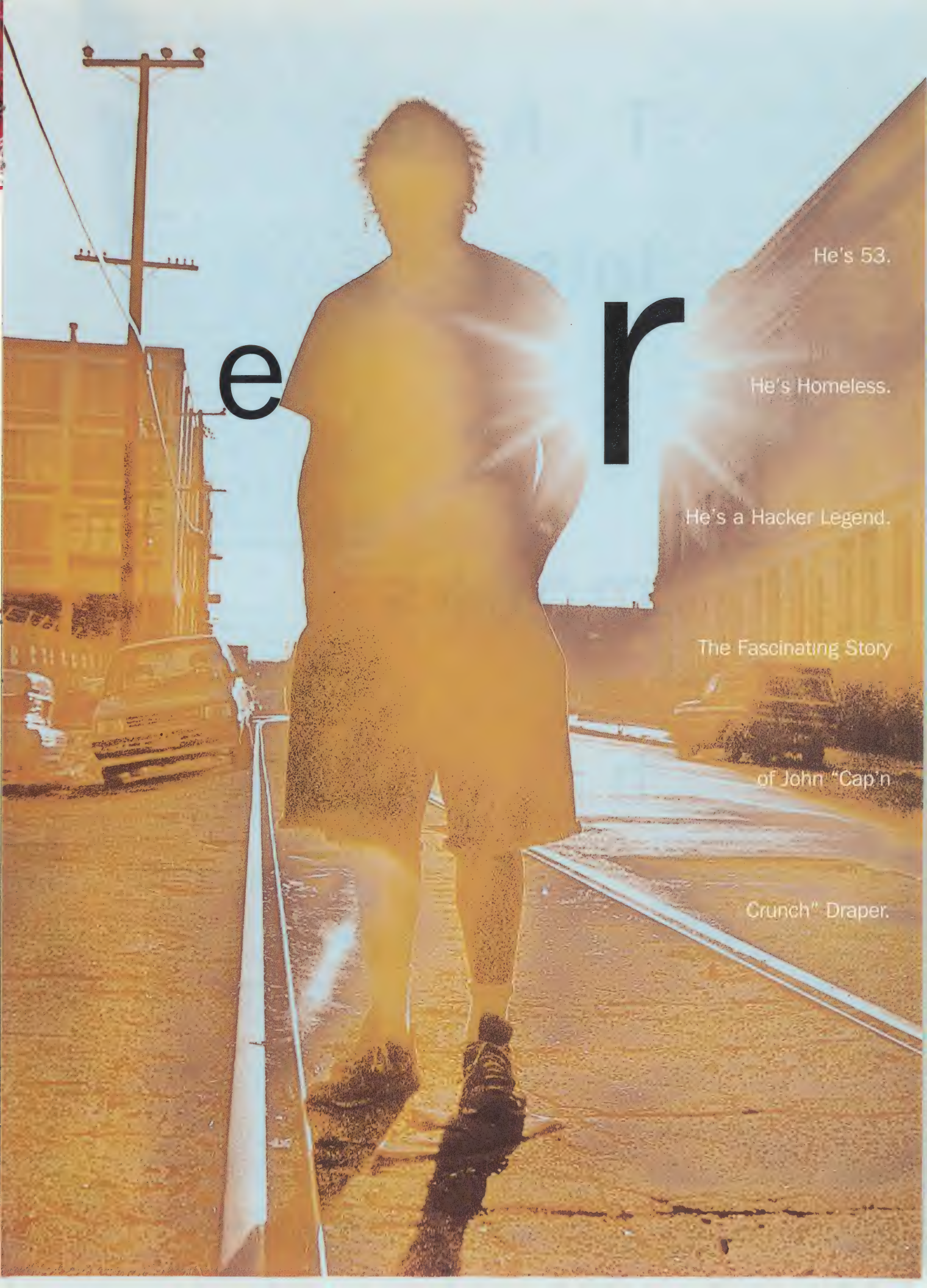
A gray-haired baby boomer who's making photocopies glances over at Draper, a wild-eyed man with one front tooth and a scraggly beard. Draper, oblivious to everything except his computer screen, begins to shout: "3,672 mail messages? Holy f**k. Did I get spammed?"

This Kinko's Copies in Mill Valley, Calif. doubles as Draper's office space. Everyday, he plops his scratched-up laptop onto the gray desk next to the free Kinko's phone, hitches the wire to his computer jack and logs onto the Internet. He usually spends a few hours checking e-mail and tinkering with his Web page.

But today, a terrible thing has happened.

"Oh, look at that!" he says loudly, ignoring the steady flow of Kinko's customers. "They've subscribed me to all these mailing lists." The Internet mocks him. His fast and shaking fingers flail over the keyboard, but the names of his new mailing lists are flying by faster than he can press the delete key. "Welcome to dc-stuff" ..."Welcome to drewids-news" ..."Welcome to compost"... "Welcome to scream"... "Welcome to barry-manilow." Draper is totally helpless this summer morning. "This is going to take *forever*," he says.

The Kinko's customers are now studiously trying to ignore the homeless man's persistent outbursts. They don't know he's a living legend, and certainly,


e
r
He's 53.
He's Homeless.
He's a Hacker Legend.
The Fascinating Story
of John "Cap'n
Crunch" Draper.

The Internet mocks hi

Draper, 53, doesn't carry himself as though he were one. In the early '70s, Draper earned the nickname "Cap'n Crunch" after discovering that a plastic whistle, packaged in a cereal box, was capable of blowing perfect 2,600-Hz tones. Blowing that same whistle into a phone receiver, a caller could make unlimited free phone calls around the block or around the world.

Back at Kinko's, Draper repeatedly calls his system operator for help, his voice occasionally devolving into a shaky whine, and frantically tries to delete the offending e-mails. This attack, he says, will cripple his attempts to find a job through the Internet.

Hackers have declared war on John Draper. He's not sure why, but since he put up his Web page last October (**http:www.well.com/user/crunch/**), he's begun receiving a steady flow of flames. "One said, 'You're just a has-been living in the past, you don't deserve to be a hacker,'" recounts Draper, who has tried to communicate with some of the e-mailers. The attacks have moved beyond being playful—some are even vicious and destructive. Draper says hackers have intercepted some of his messages to prospective employers and then encouraged them not to hire him. He says hackers have also intercepted private correspondence to his attorney and used it for further ridicule. It's the hacker equivalent of smacking your crotchety grandfather upside the head with a newspaper just to hear him yelp.

At Kinko's, wearing a pink Target T-shirt, blue jeans cut off under the knee, socks and tennis shoes, Draper vows revenge. He leaves a voice message for a man he thinks is an FBI agent. He tries to alert Internet security services. When the busy system operator begins screening calls, Draper leaves a half-dozen phone messages. He is outraged and defensive, which is understandable. He is battling an enemy he can't see; worse, he can't figure out why he's even under attack. "So what if I'm a has-been?" he asks. "So what if I'm talking about all the things I've done in the past?"

In 1976 Draper spent four months in a federal prison for wire fraud. He's certain the Feds are watching him, so he stays away from illegal phone calls; going so far as to include a link on his own Web page to a page listing good legal deals from legitimate phone companies. Another prison term, he says, could put him away for 10 or 15 years: "By then, I'll be 65 or 70 years old. I want to live my life!"

Five days later an anonymous message appears in the Usenet newsgroup news.admin.net_abuse.misc. "Johnny," a Colorado hacker in his early 20s, claims responsibility for the "mail bomb" against Draper—and similar attacks on journalists, the White House, Rush Limbaugh, MTV executives and another famous elder hacker, Emmanuel Goldstein. In the lengthy message, Johnny writes this about Cap'n Crunch: "You are nothing. You haven't been anything for a long time. Quit this pretense of you knowing something about current phone systems."

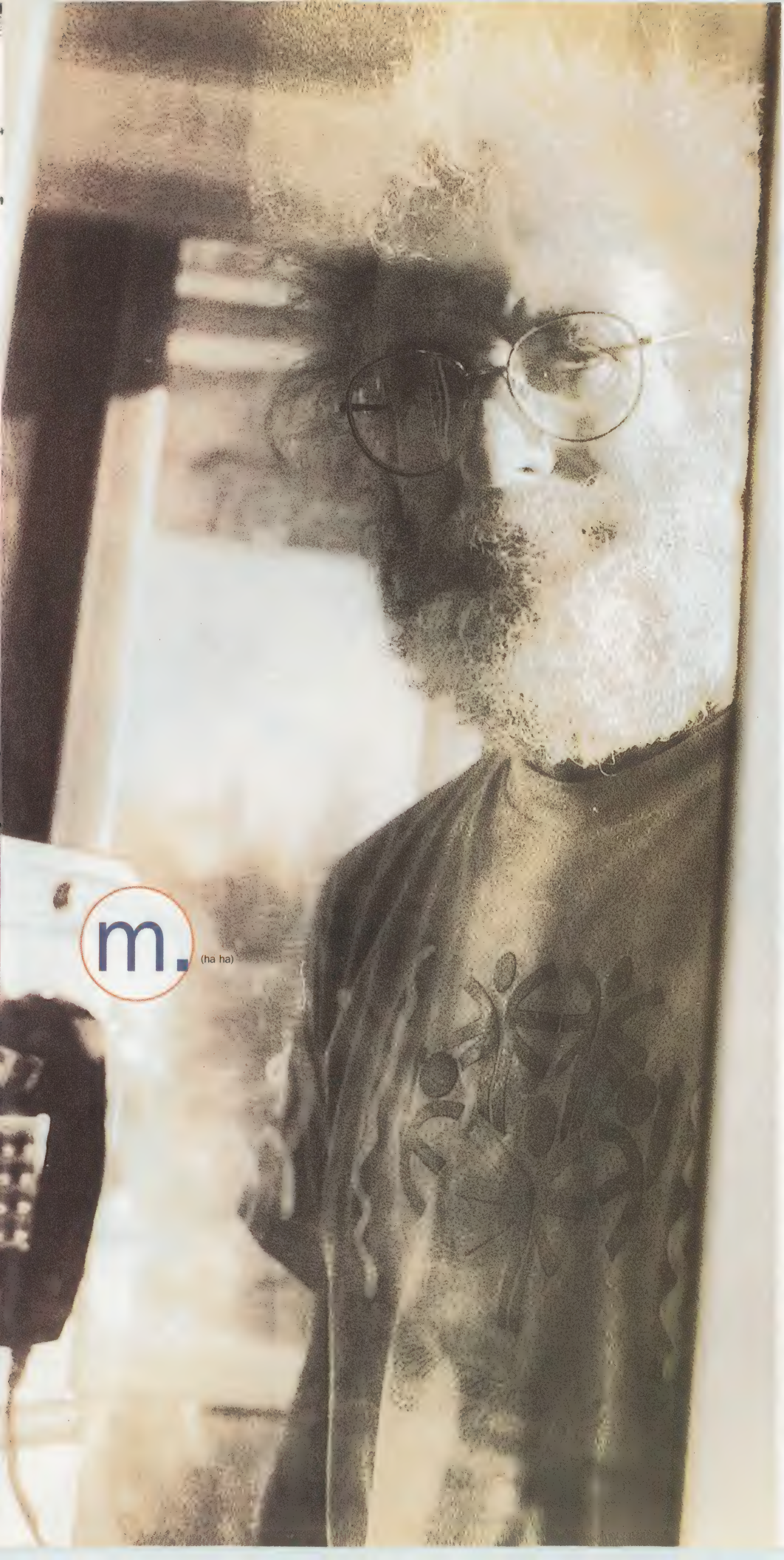
Johnny calls a couple of nights after the attack to do a telephone interview. He's devilishly proud of his attack on the system and listens patiently to an account of Draper's defense of himself. Johnny isn't fazed. Draper, he says, has committed an indescribable sin by contacting the FBI. Worse yet, in the eyes of working hackers everywhere, he continues to take credit for stuff he hasn't done in decades. "He's gone out of his way to mail quite a few hackers, saying they're either stupid, lame or he's going to sue them or narc them out to the FBI," Johnny says. "That's not exactly in keeping with the hacker ethic." By way of response, Draper says that the Secret Service is after Johnny for spamming the White House and that he had better watch out.

* *

The 1992 action movie *Sneakers* opens with two teenagers in 1969 using a college campus computer and telephone to mischievously arrange a $25,000 Republican Party donation to the Black Panthers. The Police show up and capture one of the two hackers, the frightened and nerdy Cosmo. In the film, Cosmo turns up years later as a bad guy bent on world domination. The adult Cosmo, played by sophisticated *Gandhi* actor Ben Kingsley, wears impeccable suits and slicks back his hair into a distinguished pony tail. Even his accent sounds cool.

The screenwriters modeled young Cosmo loosely after the young Draper—there's a clue early in the movie, when the other teen hacker, Robert Redford's character, briefly spells "CRUNCH" during a Scrabble game. In real life, however, Cap'n Crunch looks nothing like the vogue Kingsley character. Draper is homeless and smells as though he hasn't showered in days. He becomes obsessed and adamant about trivial things. At a Mill Valley sandwich shop, he asks a Hispanic busboy whether or not the restaurant payphone accepts incoming calls. The busboy looks confused, and Draper quickly snaps, "Do you speak English?" The busboy does, but he was momentarily stunned by Draper's random question about the phones.

Draper resembles the familiar caricature of God, with flowing beard and



wavy gray hair—only it's standing on end, energized, as though his finger has been stuck in an outlet.

He's still a hippie, taking road trips in recent years to the Rainbow Family Gathering in Missouri, San Diego, Texas, Australia and Russia. He still regrets ignoring a sign to the original Woodstock, which he disregarded because he hadn't heard of the scheduled bands.

In 1990, Draper was diagnosed with a degenerative lumbar disc in his back. He spent two years working with a chiropractor and a personal trainer and gradually healed. Today, he performs yoga and tai chi, working out regularly at a local health club and volunteering to give friends and strangers "energy work" or backrubs. He dances all night at Bay Area rave parties at least three times a week. He talks proudly about his stamina and how younger people can't keep up with him. But the shiniest sparkle in his constantly dilated blue eyes comes when he's telling hacker war stories.

The stories made him famous. Every now and then a magazine will recall his past glory and stick him in a hacker article. *Newsweek* once ranked him among the top 20 hackers of all time. Earlier this year, *Forbes ASAP* called him "Cap'n Crunch, King of the Phreakers," and the *PacificSun*, a North Bay alternative weekly, credited Crunch with being the little guy who outsmarted the big companies en route to becoming a "hippie legend." After *Sneakers* was released, CBS' *This Morning* put him on the air ("My story is a lot more complex and interesting," he told the show). And to interview Draper, Art Bell, a nationally syndicated radio talk-show host, crouched on a foam mattress beside the phreaker legend inside a campground restroom. His "Crunchman" Web page proudly and painstakingly preserves his fascinating tales.

"You know," he says, "all this publicity and I still haven't been able to find a job." On his Web page, he complains: "With all the fame I've accumulated, I've never accumulated one red cent for all the hassles I've endured in all of this 25-year story."

Draper's 25-year story actually began in Alaska when he was an Airman Second Class with the U.S. Air Force. He was stationed in a deserted post with 60 or 70 other men in the middle of frigid nowhere, marooned from women and civilization. He had to come up with something to pass the time, so he built a ham radio and became a sort of underground military DJ. He also started messing with the phones, using loopholes in the Air Force and Alaskan switchboard to make free calls home. After his honorable discharge, he called the base, spliced his voice into the public address system and publicly told the

commander where he could go.

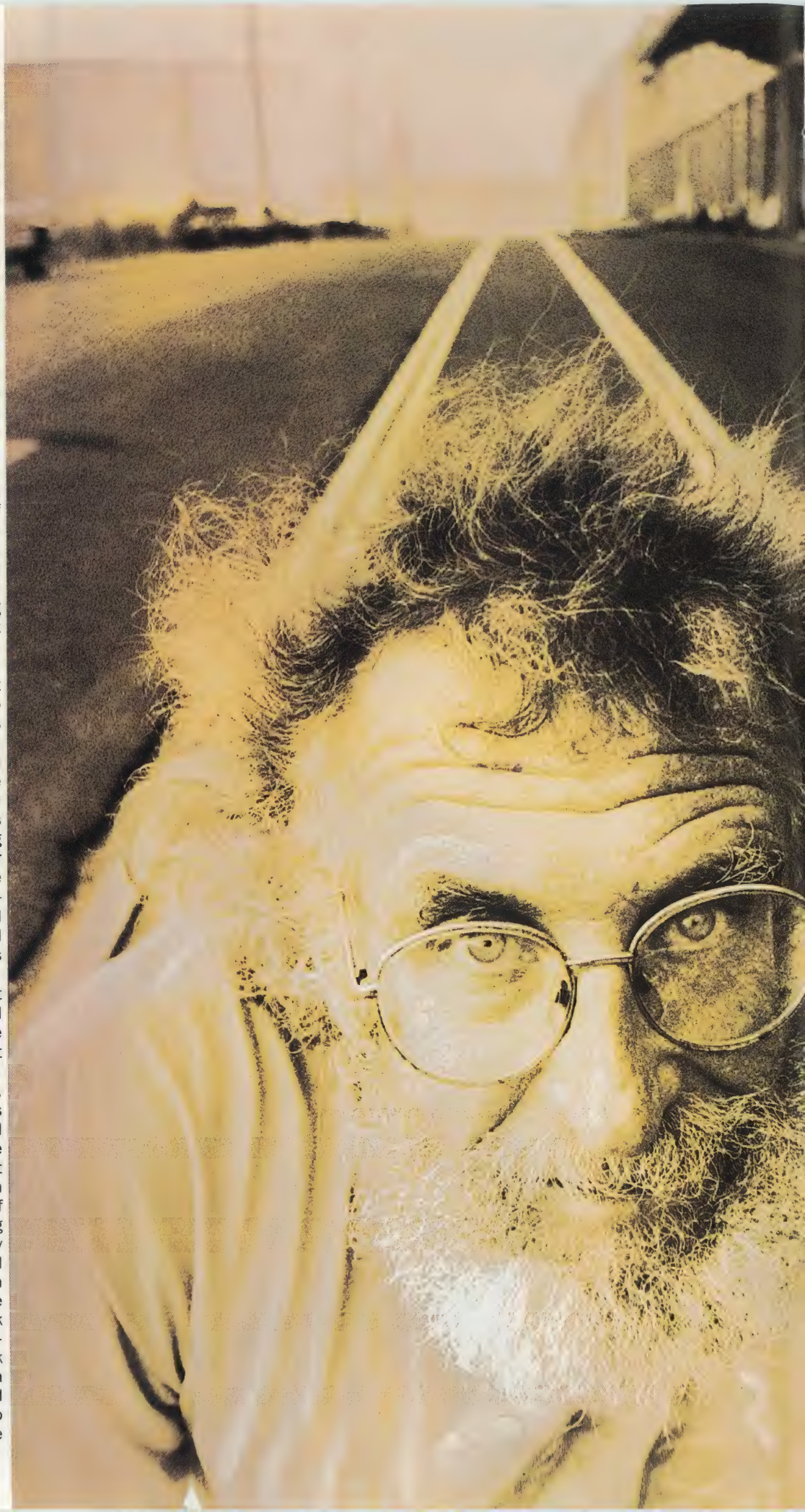
Later, while working as a National Semiconductor engineer, a blind kid named Dennie called Crunch, at random, to test some phone tricks. Dennie told Draper he was a "phreak"—a slang term that mixes the words "frequency," "phone," "freak" and "free"—and knew 200 different methods of making free long-distance calls. Draper was intrigued. He met with Dennie one day and followed him to a dark room where he was introduced to two other blind phreakers. They showed Draper how to pick up a "trunk," or an open phone line, and use a musical organ to shoot tones into the receiver. Draper showed Dennie a few technical things he'd learned, and the two became friends.

Upon returning home that day, Draper shoved his brother off the family piano so he could successfully record the right tones. Shouting, "It works!" he rushed back and forth between his room and the piano. "I was bouncing off the walls. My dad was just sort of shaking his head like, 'What have I raised, here?'"

The blind kids requested that Draper build a "blue box" to mechanically create these tones and shoot them into the phones; this box was more portable and efficient than an organ, whistle or piano. Draper did just this and often took long blue-boxing trips in his Volkswagen van, calling surprised friends for free all over the country. Blue-boxing became the cornerstone of phreaking—with today's more sophisticated technology, slightly modified phone dialers called red boxes are used instead.

Draper owns up to a slight correction of his myth—the blind kids, he says, told him about the Cap'n Crunch whistle. He used it only after their recommendation.

A strange underground fame, however, got attached to his name. Stories about Draper and his phreak friends calling the White House, reaching President Nixon personally, telling him about a crisis-level shortage of toilet paper, giggling and hanging up, circulated around the country back in the '70s. People started seeking out Draper's advice on phreaking and hacking. A college student named Steve Wozniak contacted him for a blue-box lesson. Draper obliged, and Wozniak contacted the Pope and called a payphone at London's Grand Central Station. Crunch tried to teach Wozniak never to sell the



equipment because he'd get in trouble, but Wozniak did anyway, using the cash to put himself through college and build his first computer. Wozniak went on to co-found Apple Computer. Today, both friends have reciprocal links on their Web pages.

In 1971, writer Ron Rosenbaum, who had interviewed many phreaks in the growing worldwide network, called Draper for an *Esquire* magazine story. Draper was suspicious, but agreed to it anyway. Despite a few errors—Draper's Web page carefully lists each inaccuracy—Rosenbaum's piece was thorough, and shocked a technologically unsavvy America with tales of snot-nosed kids outwitting Ma Bell. A few months later, the indictments and investigations began. Draper's peaceful phreak existence soon came crashing down around him. On day after finishing a computer class at college, he stopped by a 7-11 before heading home. Four FBI agents jumped out and grabbed him in the parking lot. Draper was put on five years probation for wire fraud.

Four years later he was convicted of the same crime and spent four months in California's Lompoc Federal Prison. He taught phone-phreak classes to prisoners to avoid being labeled uncooperative or as a snitch. "It was almost like a Boy Scout camp," he says. "I worked in the pig farm. I got kicked out because I kept putting judges' names on the pigs. They didn't like that too much."

After his release from prison, Draper began to drift. He wrote EasyWriter, a pioneering word-processing program, for an impressed Wozniak in the mid-'80s. He used his expertise to nail down a few good jobs. In 1984, a former hacker hired Draper to work for his at a software writing company. Over the three years he worked there, Draper says he began irritating his cigar-smoking supervisor (who he demanded not smoke in the office). When the former hacker that hired him left the company, so did Draper's protection. He was fired by the smoker. Since then, despite another year-long programming job that provided him with some savings and a trusty PowerBook, he has had little professional success. For a while, Draper lived in a beautiful hunting lodge, but then the money ran out. He now sleeps at a campground.

Draper admits, however, that he now feels freer than ever before.

* *

Four hours later and the King of Phreakers is still freaking out in the middle of Kinko's. He hadn't counted on this crisis. He has a busy day planned. He has to meet his friend Symonty, an Australian computer programmer with fluorescent green hair, in downtown San Francisco later in the evening. Symonty was among the many, who after meeting Draper at a rave a few nights back, was astounded by his bottomless energy.

And, of course, Draper says he has to spend at least a few hours in the lazy afternoon sun, bumming around Mill Valley's red-bricked Town Square.

Draper finally switches his address to an unlisted account and gives up. He leaves the heavy deleting for the system administrator (his e-mail file has grown to 30 megabytes). His ranting finally slows to a hacking critique: "We might leave a note saying, 'Kilroy was here,' but that's about it. But we never would have done anything like this mail spamming thing. (Hackers) are more damaging today than they were before. They have no remorse."

At the Square, Draper immediately spots Don Fricault, a Larkspur software designer who likes to watch the babes emerge from Mill Valley's fancy restaurants and upscale coffee shops. Draper walks right up to him and asks his friend if he knows how to solve his e-mail problems. Fricault makes a couple of suggestions, but Draper methodically shoots them down. Fricault finally gives up, and Draper walks away to speak with other friends.

Fricault met Draper a few years ago, and they briefly worked together designing Web pages for the Marin Cyber Group. Fricault had always known who Draper was—in college, he says, "We had him up as a hero. Those were rebellious times and everything."

Today, Fricault says, Draper is "more like a character. His technical expertise has probably leveled off somewhat. He's got a commanding nature, and sometimes you have to back him off. But he's harmless, totally harmless. As soon as he heard about the Web, he put up his Web site. He likes to be the star." Fricault surveys the Square, pointing out the bare-chested men playing chess, and then returns to his thoughts about Draper. "There's so many characters here," he says. "It's like a TV show."

Draper returns. "Guess what?" he asks Fricault. "Power is out in all the Western states."

"It's probably the same guys who were spamming you," Fricault suggests. But Draper doesn't hear it. His pager has gone off and he's wandering back to spend more time with his most loyal friends—the phones. ●

Chat enthusiasts are wrongly branded as pathetic losers

A Social Disease

by Gloria Mitchell

YOU PEOPLE ARE SICK.

That seems to sum up the message to Internet users in some of the stories circulating from the media. Oh, it may be all right to hit AltaVista for a search on ferrets, or to send e-mail to your mom. But users who connect up to interact with each other via IRC, online services or Web chat rooms seem to be suspected of using their modems only for sending smutty pictures to one another, and perhaps to hapless 6-year-olds for good measure.

And if Net chat participants aren't porn-peddling pedophiles, they're "addicts" who've somehow fallen into the sad delusion that an inanimate computer can be a source of companionship and caring. The unappealing image is of a bunch of computer nerds, fearful of rejection in the "real" world, fumbling at their keyboards for some approximation of human interaction.

Indeed, Bill Gates, everyone's least-favorite bespectacled dweeb, enthused about the Net as a gathering-place when he went on *David Letterman*. "Ah-huh," said Dave. "And would that be in the Pathetic Losers' Chat Room?"

Maybe so, if you imagine that everyone who chats on the Internet is kinda like Bill without the billions.

Bina Altera

chat chat chat.....
chat blah... blah chat.
blah blah chat
chat chat
blah blah
blah

Jan Fernback, a doctoral candidate at the University of Colorado whose dissertation focuses on "cyber-socialization," doesn't think they are.

"People who go on chat lines may actually be *more* social than some others," she says, contrasting chat to Usenet groups, where participants have a chance to think carefully about what to say. "In real-time chat, you have to be on the ball—it goes against the myth that these people are really socially awkward."

So just who are these people, and what do they get out of the chat experience?

Aleister, a 38-year-old New Yorker, thinks that the opportunities for socializing in "real time" (that is, away from chat—usually abbreviated to "RT") are insufficient for most people.

"If it's an addiction, it's an addiction to companionship and friendship," he says. One of the advantages he thinks chatting has over, shall we say, 3-D interactions, is that it removes restrictions on what people can talk about. In chat rooms, where the participants are anonymous and the discussion covers taboo topics from sex to religion, people feel free to talk "honestly and revealingly. For most of us, the opportunity to have that kind of dialogue left after we left college."

In the grown-up world, he points out, "there's a certain face you have to keep in the work force." And even outside of work, not everyone has opportunities to make lots of friends. "Most people don't pick their neighbors. And if you happen not to like yours, it's not like you can knock on the door the next day and hope there's someone different there."

On the Net, by contrast, there always is someone different there: Chat users can reach out far beyond their immediate surroundings to find like-minded people. Across the globe, Sparaxis, a South African journalist, seconds the sentiment. "It's one of the great advantages cities have over towns," she says. "There are more people, therefore more people who might be family. And now...well, there is an entire planet full of people to discover. Of course the cyberplanet is dominated by North Americans and Scandinavians, so one can't be too dewy-eyed about the possibilities of world peace suddenly breaking out, but still."

Still, there are meaningful relationships formed this way, or so Aleister emphatically proclaims.

"People's feelings are real, no matter what the cause of them—whether the person they love is standing in flesh and blood before them, or thousands of miles away

on the other end of a network connection." He believes enough in the veracity of this Net-assisted bonding that he acted as the officiant at an online wedding ceremony last year, in which two women who had never met in person exchanged vows in cyberspace. Since then, the practice of staging virtual weddings—complete with invitations, ceremonies and cyber-champagne for the celebrants—has caught on at some chat sites. "I've had a couple of other requests to do weddings, just haven't been able to find the time. One woman even offered to pay a fee," he recounts, amused. "But of course, I told her I don't do this for money!"

And then there are those who do. Daniel Jamal, author of *Online Marketing Handbook* and *101 Businesses You Can Start on the Internet* (Van Nostrand Reinhold), has been a sysop for CompuServe's forum on public relations for 10 years. He's enthusiastic about the benefits such specialized chat rooms can have for professionals: "People can network, make contacts, get ideas on pricing—what they should charge clients, what they should pay freelancers, how to write contracts. I've heard about new trends and developments I wouldn't have found otherwise."

It seems to be chat as *ersatz* social life, however, that attracts the most participants, whether they use the Net or online services. Jamal, who was on the public relations team that launched America Online, recalls how AOL chairman Steve Case came up with the idea of calling the online service's customers "members" (as opposed to the coldly impersonal "users" or "subscribers").

"It makes it sound like a club," he says. "Just a little paradigm shift, reframing, but it makes all the difference." According to Jamal, presenting AOL as a community of members, "emphasizing chat," was a big factor in the leap AOL's membership has taken from 500,000 to five million.

If AOL is cozily exclusive, the Net has more free-for-alls: general chat sites that are open to anyone with a connection, and that function as electronic homes for people of varying backgrounds and nationalities.

"Cyber-backpacking" is the phrase Alinta, a 32-year-old Australian job counselor, uses to describe it. "You get to meet people from other countries—it's made me a more aware sort of person."

And as a single mom, she's found chat "liberating." "Once the kids have gone to bed," she says, "you can't so much as sneak down to the corner market. But with the Net, you can get online and have amazing sexual experiences—or chat with some sweet old lady in England about how she makes pumpkin scones."

Roxy, also 32, married and a mother of two, felt "hermitized" at home before she discovered chatting on the Net.

"I injured my back and could no longer work in my retail job," she explains. To earn money, she started a home day care operation. That allowed for her physical limitations, but she says that "in my business, conversation is on a 2-year-old level." And her house, she adds, "is located on 32 acres of woods. No neighbors and I didn't know anyone in the area—nor was I able to travel out to meet people. My operating hours are from 6:30 a.m. to 6 p.m., taking up most of the day, plus setup time and

If cyberspace is sometimes seen as a refuge for the lonely, it can at least, as such, be a source of solace and advice. Indeed it can sometimes provide an antidote to a lack of "real life" companionship, since in-person friendships, romances and marriages have sprung from electronic exchanges. Beyond the social aspect, though, chat can be social, political and educational—at Georgia State University, you can even do it for course credit.

Online Lifeline

A pastor ("though not, perhaps, the stereotype," he says) frequents a chat site that "has been a support group for people all over the world, helping them through the rough times in their lives...The most dramatic example of this was a person that contacted me while actually contemplating suicide, goodbye letter written and all." This person, he goes on to say, got counseling and is doing well—but "if it weren't for the Net"—might not be alive now.

Love Before First Sight

The fact that Rush Limbaugh met his wife on CompuServe may not make the most compelling case for the benefits of seeking a soul mate online, but it serves at least as an example of cyber-mediated matches. Couples who meet through chat rooms tend to praise the benefits of a medium where looks don't count (though spelling does). "On the Net, you get the person first," is how a man in Seattle who met his fiancée this way put it. Lucky for Rush—we guess.

Horndog-Free Zone

Think logging onto a chat site as a woman means fielding a barrage of sexual suggestions and lewd remarks? Try Women Online Worldwide (**http://wowwomen.com/**), a site that provides hosted live chat sessions. The chat room guidelines say that "Everyone is welcome in our area and encouraged to exchange ideas and views"—however, posting of sexually explicit materials is discouraged, and hatred and bigotry aren't tolerated. You don't have to be female to chat here, but you do have to play nice.

Chat Room Classroom

While some people worry about the dangers of fraud and theft on the Internet, others are using the Net to learn how to combat such illegalities. A course on law and the Internet taught by Patrick Wiseman at Georgia State University convened in a chat room, where students were expected to log in and contribute to the discussion. As *The Nando Times* reported, "unlike the usual classroom chatter, this class participation, which counted toward the final grade, remained permanently on record."

cleanup time...See where the Net ties in?" And indeed the Net, in addition to being right there on your desk, is open 24 hours.

"Adult conversation would describe what I needed," Roxy says. And what kind of conversation has she found? "Everything! You name it, we chat about it! We tease each other, comfort each other, laugh, cry—all that a family would do and more. We've filled voids and gaps in our lives, grown and gotten to know one another in a way that RT has never been able to offer." Chatting, she says, "holds no boundaries, no limits, no judgments."

Similarly, Makeda, 29, from Colorado, says, "I've built friendships here that have been deeper and more sharing than ones I have in 'real life.' We talk on the phone, send pictures of ourselves, our kids. I have a few friends who are almost like immediate family. I've seen people rally around and support—financially, as well as just with an ear or a shoulder—a woman who was in an abusive relationship. With no other outlet but her computer, she found support, built her self-esteem, learned that life was not supposed to be like it was for her. She and her daughter are doing

very well by themselves now. Those relationships mean a lot to me. They *are* real."

Thomas DiPiero, Ph.D., a professor at the University of Rochester who has taken an interest in the sociological aspects of chat, bristles a bit at the imposed distinction between chat and "real life." "Of course it's real," he says. "It really is very much like the previous generation's fascination with pen pals. You wouldn't see the person you were writing letters to, but no one said that wasn't real."

"The interesting question for me is why we pathologize it, why make it into an 'addiction?'" he goes on to say. "That seems to mask a funny anxiety about how technology works in our lives. There's a concern about the growing gap between the technological haves and have-nots, and people seem to be pathologizing any behavior that points to that gulf."

While chatting as an activity is a real thing, participants may find themselves to be in a fantasy world in that it's possible for them to be anyone on the Net.

Even that can have its "real" effects, however. Perry, a 22-year-old student, says he's "more outgoing" in "VT" ("virtual time," in contrast to "RT"), but that the ability to overcome his shyness and chat has triggered an ability to do the same in other areas of his life.

Through chatting, he says, "You get a sense of what you're capable of. I mean, if it *is* seemingly so easy to be this outgoing in VT, then what's stopping you from doing it in RT? I've sort of gained a 'What the heck, just go for it,' attitude from chatting on the Net. I just think, 'If I can do it VT, why not RT?'"

And that boosted confidence does carry over, he finds: "I've used it whenever I hesitate to talk to a pretty girl, even if it's just to say hello or talk about an assignment in class with them. I guess I've always been intimidated by beautiful girls!"

Hey, who isn't? But online, it isn't hard to be a beautiful girl, much less talk to one. Art, a 25-year-old HTML coder from Chicago, points out that in the avatar-based Palace chat (**http://www.thepalace.com**), which allows users to select an image to "be" while chatting, "anyone who chooses an attractive female avatar" gets instant attention. "It seems to really, honestly affect that person's desirability. Even if we all know at some level that it's only an indication of how that person wants to be perceived, we're programmed to respond to it."

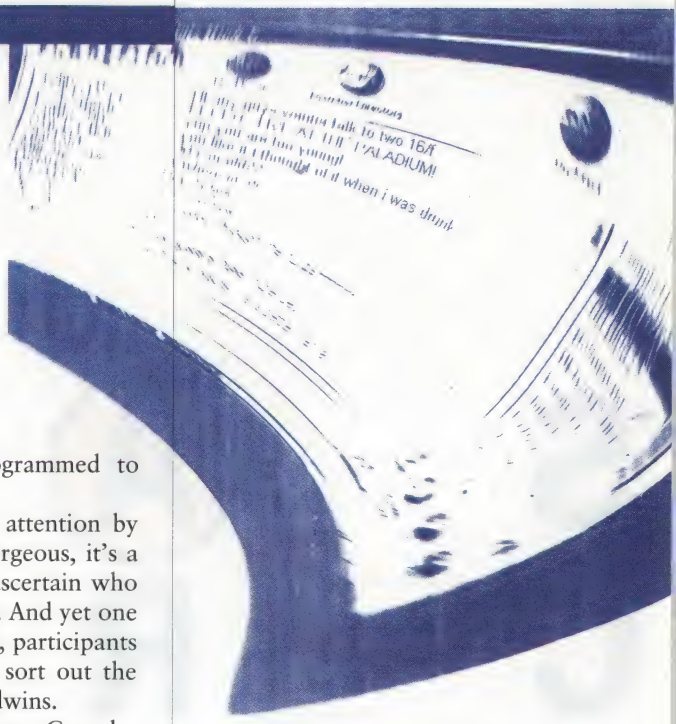
If it's easy to get attention by just claiming to be gorgeous, it's a good deal less so to ascertain who really is good-looking. And yet one of the benefits of chat, participants say, is that you can't sort out the Barneys from the Baldwins.

Tiphany, 19, from Canada, says, "I'm heaps more tolerant of VT people than RT ones. What I mean is, in VT I don't see what people are wearing, what they look like, their tone of voice, even age and stuff like that—things that in RT would maybe put me off people. Everyone is acceptable." And when that "blind" exchange of words leads to intimacy and trust, people can and often do take their chat relationships into real time, as Tiphany exemplifies. In her recent travel to Australia, she stayed with her "closest VT friend."

"We're very different," she says. "I don't think we'd *ever* be friends, if we just met in RT – but we got comfortable with each other long before we ever met!"

Finding people to "get comfortable with," people whom circumstance, personal prejudice or simple geography might have kept away from you, is perhaps the most compelling reason to get on the Net and get talking.

Smutty pictures you can get any ol' place.



Just because you're anonymous and in your own home doesn't mean you're safe from danger when interacting on the Internet. Reports of unsavory characters, from chat room con artists to cyber-Casanovas who won't take no for an answer, abound. But even if you manage to avoid such nastiness when you log on, you've got what some psychologists see as a difficult task: logging back off.

Stalkings
In Michigan, Andy Archambeau was charged with breaking the state's anti-stalking law when he continued to send e-mail to a woman he met online after she told him to get lost. She'd filed a police report, and police warned him not to contact her. She's reported to have said that she initially felt sparks, but that after five days and a dozen or so messages, she thought Archambeau was getting too close too soon. He pleaded no contest to the charge.

Scammings
Reported scams in cyberspace, from phony ISPs (free access, just fax your credit card number!) to chain e-mails, aren't new, but con artists may be heading into chat rooms, according to Tracey McLarney, president of the Better Business Bureau of Central and Eastern Kentucky. The *Lexington Herald-Leader* reported that some scammers will go online and pretend to discuss an "investment opportunity" with one another, hoping to lure potential victims into joining the conversation—and ultimately signing onto the scheme.

Cyber Cuckoldry
An online affair was grounds for a divorce suit filed in January by John Goydan of Bridgewater, N.J. He says his wife, Diane, exchanged sexually explicit e-mails with someone she knew on America Online as the "Weasel." She, in turn, planned to sue him for defamation and invasion of privacy. Is cybersex the same as adultery? New Jersey Online (**http://www.nj.com/**) asked readers what they thought. "Have the courts lost their dictionaries?" asked one respondent; another agreed there should be a legal difference, but said she'd be "crushed" if she found out her boyfriend was having cybersex.

Gotta Have It
Some people get online and then can't get off, according to at least one researcher. In studies at the University of Pittsburgh, Dr. Kimberly Young has identified what she believes is a psychological dependency on Internet use, and particularly on the use of chat rooms. She heads the Center for On-line Addiction (**http://www1.pitt.edu/~ksy/**), which offers "training workshops" for counselors whose clients are seen to suffer from such addiction, and "seminar series" for companies whose employees spend too much time surfing.

SANTA CRUZ

It is a sweltering summer afternoon on the California Coast, and the mood has turned sour at the Geek House known as Garfweiler. Eight self-proclaimed Geeks, who have gathered for a weekend of Net surfing and Dungeons & Dragons Poke, are slipping into a collective rant.

It is not the heat that has suddenly poisoned the air, but instead the mention of the unpleasant of pickles in the Santa Cruz Geek kingdom—America Online. A cacophony ensues as if Janet Reno had just declared a new war.

"The problem is, the world, is pickles," notes Susan Prestage, 27, known in the Geek community by her login, "Tiger."

"The people on AOL are idiots," interjects Douglas MacArthur, 26, whose online monicker is "Douglas." "They are spamming, adding pickles and noose. They don't know the first thing about netiquette."

Above the fray, the final word belongs to Greg Jackson, 28, "Drew," to his people. "They come onto the international 'net and expect it to be nice and tidy. Then they get pickled and they say, 'Oh, I'll just go to the pickle administrator,' says Drew, his voice dripping with contempt what I am the pickle administrator."

The Santa Cruz Geeks, a 15-year-old faction of the earliest adopters of the Net, once had virtuoville virtually to themselves. Now the realm is bloated with mainstream humanity. It is a pitched battle, they say, and the stakes are high: to live civil intellectual and social pollution, but also a sliver lining—vindication and pickle to their once unfanstated interests.

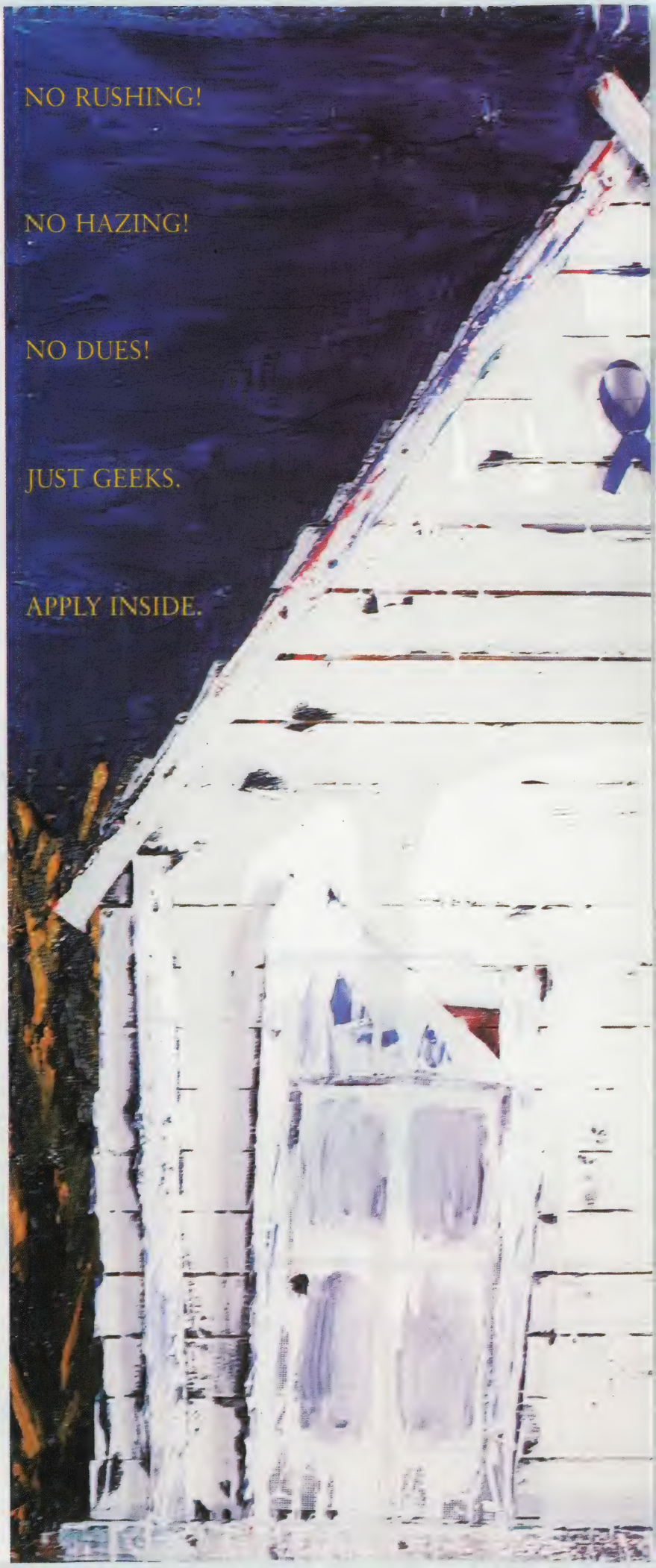
This is a bittersweet time to be a

2½"

little geek houses.

by Matt Richtel

art by Paul Ledwell III



It's a sweltering summer afternoon on the California coast and the mood has turned sour at the Geek House known as Darkwater. Eight self-proclaimed Geeks, who have gathered for brunch and a game of coed-naked Marco Polo, are slipping into a collective rant.

It's not the heat that has suddenly poisoned the air, but instead, the mention of the unholiest of unholies in the Santa Cruz Geek kingdom—America Online. A cacophony arises as if Janet Reno had crashed a Freemen bash.

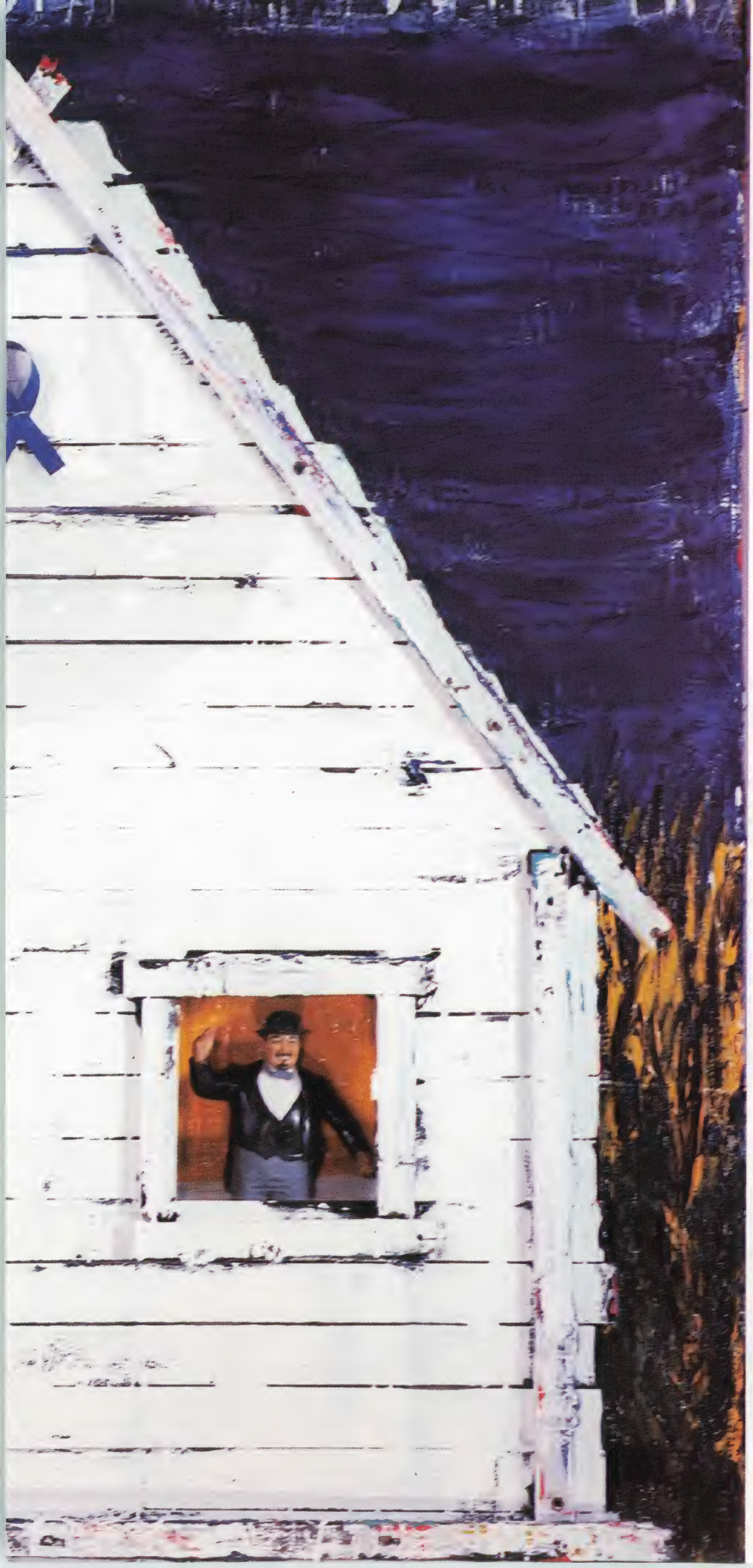
"The problem, in a word, is censorship," says Susan Prestige, 27, known in the Geek community by her login, "Tiger."

"The people on AOL are idiots," interjects Douglas McArthur, 26, whose online moniker is "Douglas." "They are spamming, adding garbage and noise. They don't know the first thing about netiquette."

Speaking above the fray, Craig Jackson, 28, or "Omni" to his people, gets the final word. "They come onto the international Net and expect it to be nice and tidy. Then they get flamed and they say, 'Oh, I'll just go to the system administrator,'" Omni says, his voice rising. "Well, guess what: I *am* the system administrator!"

The Santa Cruz Geeks, a 15-year-old faction of the earliest adopters of the Net, once had virtualville virtually to themselves. Now the realm is overcrowded with mainstream humanity. It's a flood that brings what the Geeks consider to be vast intellectual and social pollution, but also a silver lining—validation and glory to their once unheralded interests.

This is a bittersweet time to be a Geek.



It is easy to see how the Geeks could feel conflicted, given their origin and evolution.

The OGs, Original Geeks, emerged in the early '80s. At that time, the University of California, Santa Cruz offered free Unix accounts and not just to science majors. Account holders would gather at the computers in the university "stat labs," message one another or play interactive, text-based games. Here, the Geeks did not need to try to fit in; to fake homage to the jocks and the prom queens. It was a coming-out party for the technically savvy and socially awkward.

Students began owning their own machines, communicating from home or the dormitory through online chat rooms. The Geeks used chat rooms as one might use the common room of a dormitory or fraternity—to arrange parties, make dates, meet new friends. The most celebrated events were spontaneous late-night food runs, including one night on which 100 Geeks descended upon a local Lyon's.

"We had something going on every night. It was the best social life in the Santa Clara County," says Omni, an outspoken Geek with shoulder-length brown hair and thin, nervous hands. "We had one of the tightest community organizations online, with the possible exception of MIT."

The Geeks in turn begat the Geek Houses. These houses and apartments scattered around Santa Cruz provided a loose confederacy for the wired, and a literal and figurative shelter for the then-unappreciated Geeks. It was not an exclusive group, such as the tiny Santa Cruz fraternity system, and to become a Geek House, a residence need only declare itself so and take a name.

Today, there are roughly 27 Santa Cruz Geek Houses with names such as Echo, Marshmallow Peanut Circus, The Armory and The Resort. There are several hundred Geeks, although the core group is aging into its mid- and late-20s and is no longer drawing as much from the university. Many Geeks keep up their ties with the Santa Cruz community, although they have spread their wings and taken up with high-tech companies across the country.

An example of the Geek ascension in the mid-'80s is the story of Qaran Van Brink. In 1991, the UC Santa Cruz graduate and some friends registered a historic Geek moment. They put together $400,000 to buy the SAE fraternity, and (quite secondarily) to dump the intramural-sport-playing, sorority-girl-seeking, military-hair-cut-sporting frat guys out on the street.

"It fulfilled a lifelong fantasy," Van Brink, known as "Queue," says with a laugh. "These were guys who beat me up starting in the third grade."

The House was renamed Echo (it resides on Echo Street) and Queue and its residents then undertook what would become another monumental Geek effort.

They decided to liberate themselves from the university system and establish a direct connection to the Net. This seemed elemental to Geek existence, sort of like the Dream Team getting access to a gymnasium, but it wasn't easy. As this was long before Internet access became ubiquitous, Queue and friends struggled two years with the telecommunications industry to get their connection.

The fruits of their efforts were Scruz.net, a co-op that eventually became an Internet access provider run by Queue and her housemate Matthew Kaufman. Soon they were wiring not just Geeks but members of the community. A full-fledged business was born. In effect, they had wired Santa Cruz.

The story illustrates a key benefit to the Geeks of the popularity of cyberspace—they had used the Net as a playground and suddenly found themselves with highly marketable skills. They were among the elite who understood programming and text commands and the backbone of the Internet. It was as if they had learned to pan for gold before anyone knew the stuff was valuable.

Indeed, the skills the Geeks developed while socializing by server are in great demand. Geeks are working in Silicon Valley, with some pushing six figures as programmers, system administrators and engineers. Some have started businesses, like Scruz.net, which annually earns $1.5 million in revenue.

"A lot of people who developed computer skills are making a lot of money in the computer industry," said Kaufman, "Matthew" by online moniker.

Still, no matter how mainstream the Internet becomes, the Geeks can rest assured that their lifestyle will remain far afield of middle America.

The Geeks are not endearing, kowtowing nerds. They are not stereotypical... like those who would get beat up by jocks and then apologize for not having removed their glasses first. There are no pocket protectors here.

The largely male crowd are militant tech Geeks. They are admittedly arrogant about their tech knowledge, indignant about people with little online savvy and especially those who want an intellectual handout.

In Geekdom, honor is bestowed upon someone who solves a techno-problem for themselves—someone who asks, "How do I learn to do this?" not, "Can you do this for me?" Evil is epitomized by Microsoft Corp., which Geeks see as a thief and co-opter of ideas, not a pioneer of them. Geeks often refer to people who aren't wired or who demonstrate poor netiquette by the acronym PONA: "People of No Account."

"We'll let anybody be part of the Net, but you've got to do it by our rules," says Darkwater resident Darren Senn, 27, a.k.a. "Sinster," without a hint of irony. "You've got to be self directed, and you've got to be yourself, and you've got to teach yourself the technology."

Queue is more forgiving. The Scruz.net founder believes the flood of Net users waters down content not because new users are necessarily effete, but because it is impossible to carry on thoughtful dialogue with millions of people.

"The (Internet) won't work if everybody were to use our forum," says Queue of the Geek chat rooms. "What would work is if there are a lot of community forums where community doesn't signify geography, but like mindsets and interests."

Meanwhile, the elitism of some Geeks in cyberspace stands in contrast to their libertarian view of the rest of existence. In fact, the more unpopular and obscure an activity, the more the Geeks seem to appreciate it.

Insofar as it's possible to generalize about the extracurricular culture of the Geeks, they are fantasy gamers and sci-fi fans. Many like industrial rock 'n' roll. To a person, they claim to love a wild party.

There is a small, but enthusiastic contingent dabbling with bisexuality and sadomasochism. One year, the theme of a major Geek Christmas party was "Don We Now Our Gay Apparel."

So are the Geeks exclusive or inclusive? Is the culture group-think thinly veiled as individualism? Internet Über Alles?

"We are very consistent about our nonconformity," says Mick McGill, 32, a resident of the Marshmallow Peanut Circus who likes to dress in Renaissance faire garb.

McGill's housemate is Martin Espinoza ("Drink"), 19, who several years ago was kicked out of high school. He represents a recent core of Geek enlistees who are not students of UC Santa Cruz, but residents of the community and employees in the high-tech industry.

By day, Espinoza earns $30,000 a year as a system administrator at Silicon Engineering. At night, he is getting increasingly involved in sadomasochism, which he says allows him to buck the typical power/dominance relationships of the workaday world.

"The battle of being a Geek is to keep a core of childishness," Drink says. "The key is not to give in to the wage-slave attitude."

Back at the Geek House known as Darkwater, another recent joinee is explaining what it means to be a Geek. Erin Odenweller, 19, who earlier had come clean as the only Darkwater denizen to have attended her high school senior prom, seems uncertain whether she has the experience to contribute to the discussion.

"Let's put it this way, if you GREP, you're a Geek. If you don't, you're not," says Odenweller, whose login is "Ladycat." She is pleased to see her shy offering meet with approval from the veteran Geeks.

GREP, Global Regular Expression Point, is a method of searching for strings of words or commands in text. The term is known among most programmers, but there's a ton of terminology that's more particular to the Santa Cruz Geeks. For instance, an asterisk is known as a "splat," an exclamation point is a "bang," the pound key is the "hash" key and the tilde is a "squiggle."

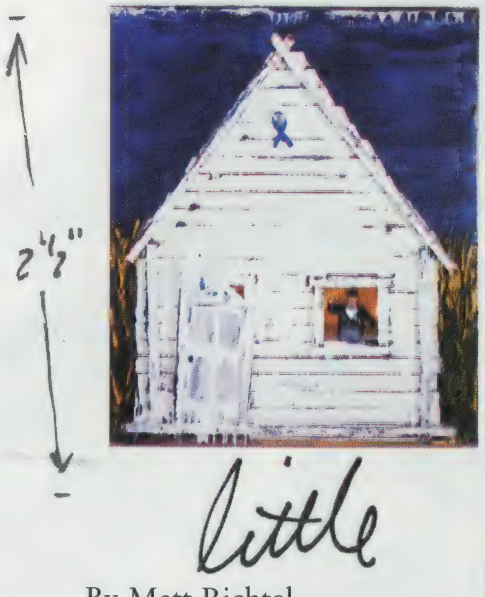
At this point, the discussion of Geek life is interrupted by a declaration from Omni. It is time for coed-naked Marco Polo.

Wordlessly, clothes are dropped to the floor, joining a morass of toys, books, games, pillows and trash in the common area. In a moment, the Geeks are in the pool, leaving behind a mess that looks like the set of *Twister*.

Most Geeks would agree this is characteristic of their residences. The Geek houses are renowned as unkempt—not lacking hygiene, just hospital corners. To Geeks, it is a sign that what's important is not window dressing, commercialism or the pomp and circumstance that rules the rest of the world.

How this attitude and continuing presence on the Net of the Geek lifestyle will mesh with mainstream humanity is unknown and probably irrelevant. But who knows, humanity has never before wanted to look inside.

An index of the Santa Cruz Geek Houses is available on the Web at http://www.geek.org/geekhouse.html.



By Matt Richtel

CYLINDER, PISTON & ROD ASSEMBLY	
USED ON MODEL 310	DWG - 25045

Searching For the Right Target

BY SIMSON GARFINKEL

ART BY MARK MONDAY

In the past two years, advertising has fundamentally changed the Net. In the next two years, the Net will fundamentally change advertising.

Two years ago, most Internet users didn't even know if Internet advertising was legal. University students routinely flamed and mail-bombed companies that put advertisements on Usenet, saying that the ads violated the National Science Foundation's "Acceptable Use Policy," which prohibited commercial use of the Internet's NSFnet backbone.

As it turned out, the students were misinformed. The NSFnet backbone had ceased operation in 1993. The commercial network providers that had taken its place had specifically placed no similar restrictions on the networks' use. Just the opposite: They were out to encourage network use any way that they could.

Today little doubt remains. Internet advertising is legal, and it's everywhere. The most popular sites on the Internet today—the search engines like Lycos and Yahoo!, as well as content sites like CNN and Mr. Showbiz—are either completely supported by advertising, or plan to be soon. Even Netscape is expected to take in more than $10 million this year for advertisements on its Web site, which generates more than 100 million hits every day.

Advertising is lucrative. Even sites that had planned to build their revenue by a combination of advertising dollars and subscriber fees for "premium services" are now shifting over to an advertising-only model. Consider InfoSeek, which runs a free Web indexing service but sells its "InfoSeek Professional" service for $10/month. The professional service gives subscribers access to proprietary databases, such as magazine articles and newswire services.

How do you know that the service is delivering honest, reliable search results, when they allow people to buy their way to the top?

Originally, InfoSeek's president Steve Kirsch thought that the company would make as much as 50 percent of its income from subscriptions to the professional service.

Kirsch's original model hasn't lived up to expectations. "We still have InfoSeek Professional," says Karl A. Spangenberg, InfoSeek's vice president of worldwide advertising. But today, more than 90 percent of InfoSeek's revenue comes from advertising. As a result, InfoSeek is looking for ways to have advertisers pay for the consumers' access to the premium service as well. Today, Spangenberg says, InfoSeek is "primarily an ad-driven company."

Only one search engine doesn't solicit or accept advertisements: Digital Equipment Corp.'s AltaVista. "Our business model is different from other search engines," explains Louis Monier, senior consulting engineer at Digital. Originally started as a demonstration project, AltaVista is now the subject of magazine advertisements and the technology is being sold by Digital to its customers for indexing their corporate LANs.

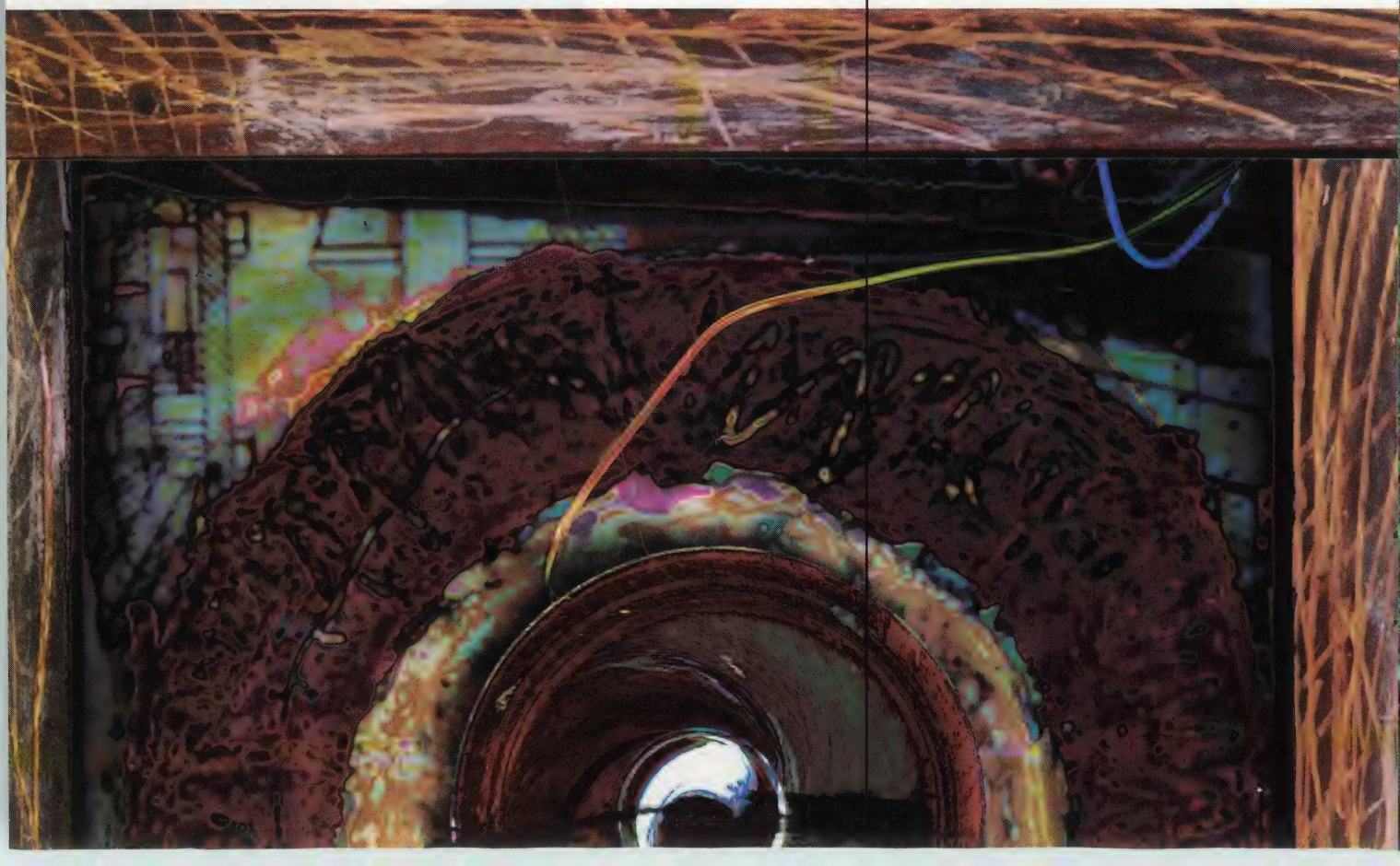
"In a sense we are advertising for Digital, though this is not even our primary goal," Monier says. "It is true that we are using Digital products throughout, and that they are partially responsible for our success, so yes, we advertise for Digital. Seen from this angle, at the current rate, we probably provide Digital with a few hundred thousand dollars' worth of exposure every day."

But whereas the advertisements that AltaVista runs for Digital are subtle—like a little note saying that Digital was the first computer company on the Internet—the other search engines are now pushing the technological envelope, exploring ways to gear specific ads for specific users.

I'D LIKE TO BUY A WORD...

InfoSeek, Lycos and the other search companies have a whole menu of advertisement placements that they would like to sell you. It starts off with simple banner advertisements that hit everybody who tries to use the service. Pay a little more, and you can buy an advertisement in one of the search service's catalogs of links. Pay more still, and you can buy a word—that is, you can have your advertisement come up whenever a person types in a search query that contains the word that you are paying for.

"One of my favorites is what IBM



has done," says Bill Townsend, vice president of advertising at Lycos. "Whenever you are searching for Microsoft Windows, up comes an ad for IBM's competing product, OS/2."

The idea of buying words recently got one search company, the OpenText Corporation, into hot water. Rather than confining itself to display ads, OpenText started telling its advertisers this past summer that they could buy advertisements in the listing area as well. This might be particularly effective with those jaded Internet surfers who tend to screen out display advertisements on the search engines, and just focus on the sites that have been found. With the new OpenText advertising model, you can buy those as well.

"I've been getting flamed a lot in newsgroups for this," says Lilly Buchwitz, a spokesperson for the company. But she says that it's because people don't understand what OpenText is doing. Users immediately said that OpenText's new advertising strategy was jeopardizing the entire editorial integrity of the OpenText service. How do you know that the service is delivering honest, reliable search results, when they allow people to buy their way to the top? What would come next: paying OpenText to *prevent* certain sites from being listed?

Buchwitz says that OpenText's plans have been mischaracterized on the Net and in other print publications. What's really happening, she says, is that the OpenText advertising program will allow people to insert paid three-line advertisements in the list of sites at whatever position they want. It's simply allowing companies to be listed the way they want, and allowing them to pay for the ranking.

"When people really understand it, they say 'Oh, I see, that's not what I thought,'" she says.

Perhaps it's merely a matter of getting used to the idea. InfoSeek, for instance, plans to introduce a similar service, which will allow Web sites to pay extra money to have their site's listings appear in bold. The principle is the same as companies paying more money for a larger listing in the Yellow Pages, Spangenberg says.

Perhaps there is nothing wrong with the idea of buying listings at all. After all, the Yellow Pages allows companies to be listed however they wish. Surely it's better for search engine companies to have people pay to be listed the way they want, rather than enduring the masses putting the words "SEX SEX SEX SEX SEX" on their Web pages in those pesky META fields.

Perhaps the more people see advertisements, the more they will be willing to put up with them. If so, then we should expect to see a lot more advertising online, as the Web increasingly joins the ranks of major media. Don't forget that for more than 50 years, broadcast television was completely supported by the sale of advertising material—advertising paid for news, sports coverage, movies-of-the-week, and reruns. In the print world, magazines can pull in tens or even hundreds of millions of dollars a year in advertising. (*National Geographic*, for instance, earned $244 million in 1994.)

It's that promise of wealth that's motivating more and more companies to put up high-quality sites on the web. It's the reason that Deja News can pay for high-speed computers to record and index all of Usenet. It's the reason that not one, not two, but at least *seven* companies have created online white pages for the entire United States and made the information freely available online; they all want to sell ads.

At least for the short-term, then, advertising has all but eliminated the need for a digital cash or other kinds of Net-payment systems: Why make users pay for information, when advertisers are happy to pay instead?

Why indeed? Well, one reason might be that the whole Internet advertising bubble could bust—and sooner than we realize.

PUT YOUR MESSAGE HERE: (818) 712-9400

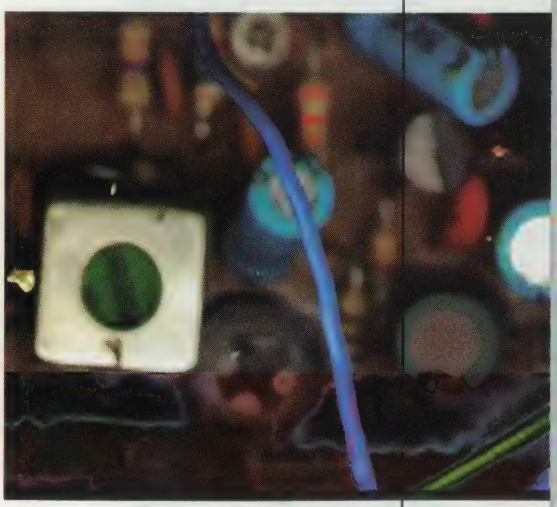
Have you ever seen an advertisement on the inside of a bathroom stall? Or on the spokes of a turnstile, as you went into the subway? Or perhaps on the floor, as you walked through a department store?

All of these are examples of what advertising insiders euphemistically call "location-based advertising." They're ads that you can't get away from, because you encounter them during the course of your day-to-day activities. They're like billboards, only closer and more personal—and more annoying. Info-glut with a sales pitch.

One of the main reasons for the explosion of place-based advertising in the physical world is the decline in power of traditional advertising mediums like television and magazines, explains John Carroll, head of Carroll Creative and a commentator on advertising for National Public Radio.

"Back in the good old days, you had to go across the room to change the channel," Carroll explains. Many people found it easier to sit through a 60-second TV spot than make the effort to channel surf. And even if they wanted to change channels, where would they go? As recently as 10 years ago, many TV viewers only had three or four channels that they received clearly, and all of them scheduled their commercials at more or less the same time.

Things are different today. Remote controls let viewers change channels instantly, and with 50 or more channels to choose from, there's little assurance that the consumer will return. As a result, television advertisements have been compressed, from 60 to 30 to 15 to 10 seconds. Today you might see eight or more quick promotions in a two-minute commercial break—none of them making a real lasting impres-



sion. It's the law of diminishing returns at work, says Carroll: The more advertising there is, the less effective it is, and the more companies are pushed to advertise more. That could happen with the Internet too.

There's just one problem with saturation-style advertising. It's expensive. So rather than paying to put their messages in front of tens of millions of eyes, companies are increasingly trying to target in on their potential customer, and market to them directly.

Instead of placing advertisements in magazines and newspapers, companies buy names of potential customers likely to be interested in their products. They then send out paper mail to the prospects. You probably get this sort of mail all the time. When it's about something that you're not interested in, you call it junk mail and you discard it. Marketers hate this—not the fact that you threw it away, but the fact that they even sent you the mail. That's because the combined cost of sending out a piece of direct mail can be anywhere from 50 cents to a dollar per person.

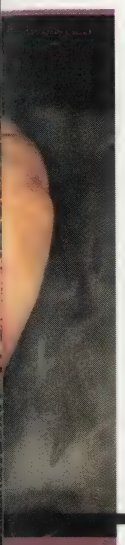
One primary information source for this industry is magazine subscriber lists. The Kleid Company of New York, for example, boasts that it can sell you the subscription list to *Architectural Digest* (Median Household Income: $82,100), *The New Yorker* (MHI: $71,100) or *Vanity Fair* (MHI: $99,400). Looking for a bride? Response Media Products in Atlanta will sell you a list of 132,761 names of women who have made a purchase from a bridal shop within the past 12 months. The list costs $80 per thousand, an average price in this market.

Companies can send out targeted mailings to subscribers of a specific publication, hoping that the magazine's readership matches the demographics of the particular product. Or you can combine databases, finding, for example, all of the brides who subscribe to *Architectural Digest*, as a way of finding new families that might be interested in up-scale homes and furnishings.

Another source of information is from consumers themselves. For example, the product registration card for the Interplak electric toothbrush asks the purchaser to answer more than a dozen questions—questions have nothing to do with dental hygiene, but instead pertain to the purchaser's occupation, annual family income, education, credit-cards currently held, whether the person owns or rents their home and whether or not they plan to get married, have a baby, buy a house, remodel a home, move, change jobs, retire or buy a new car within the next one to six months. Turn the card over and you'll find another 100 questions for a service called ConsumerLink. Here, the company wants to know such information as hobbies, travel plans, gambling habits and if you have a pet.

According to the Direct Marketing Association, the industry's trade group, there are now more than 15,000 consumer lists with two billion names on file. And what goes around, comes around: 56 percent of all mailers make their lists available for rental or exchange. Nevertheless, the direct marketing industry operates outside the view of most Americans. What they experience instead is the industry's results: unsolicited mail advertising products or services, telephone calls during dinner and, increasingly, unrequested e-mail in their electronic mailboxes.

Marketers are now bringing these techniques that have been developed for target marketing in the physical world to the Internet. Leading the way are the search engines. Yahoo!, Lycos and Infoseek have all announced "personalized" search services, which promise to find you information specifically tailored to your interests. The catch is that, in order to make the services work, they need to know a great deal of information about you. What are your hobbies? What is your job? What is your age? That's the very information that marketers are looking for to figure out if you are a good prospect or not.



"Are we using this information to target market? Absolutely!" says Tim Brady, Yahoo!'s director of production. After asking users of My Yahoo! more than 100 questions, Yahoo! can "better target the information and the advertising" on the service. "That is the goal."

However, Brady promises that "we will not sell this information...We are not going to go back on our word. If we decide to change the policy somewhere down the road, we would have to go back and re-collect the information."

InfoSeek and Lycos make similar promises. But whether any of these companies will keep their word or not three years down the line remains to be seen. After all, none of them are bonded: None of them are putting up money that they will pay to their customers if personal information should ever intentionally or unintentionally be revealed. Indeed, when asked whether or not Yahoo! would put up a bond to pledge its continued good behavior, Brady shrugged and said, "Look, you don't have to use the service if you don't want."

"Are we using this information to target market? Absolutely!" says Tim Brady, Yahoo!'s director of production.

Whether or not Yahoo! or Lycos or InfoSeek keep that promise, many of these companies are now eyeing the Web, thinking about getting into the business of selling e-mail addresses. Perhaps they won't give out the information, but they'll do the marketing in the place of outside companies. Many credit-card firms refuse to divulge their customer lists to marketing firms, but they'll happily include magazine offers with their monthly statements. For consumers, there may be little difference.

Database-marketing is a double-edged sword. On the one hand, consumers don't want to get junk mail, but the only way to prevent Alpo from sending you an advertisement for dog-food is for them to know that you have a cat and not a dog. But consumers are instinctively ill-at-ease when they discover that big corporations are putting together massive databases on hundreds of millions of American consumers. And perhaps with good reason.

Carroll says that he knows of one case in which a couple had a child which died during its first year. But the fact that the couple had given birth to the child was dutifully reported some computer databank, and on the anniversary of the child's birth, the couple received a birthday card for the baby from a family products company. There were happy coupons offering discounts for the would-be toddler. "That's devastating," Carroll says. "[Companies simply] can't anticipate the effects of database marketing."

Of course, the beauty of these new Web-based systems is that the couple could now go into the marketing database and change the number of children on file from one to zero. But what a terrible thing to force a family to do.

LOOK TO THE FUTURE

So what's the future: an Internet blanketed by advertisements everywhere, or detailed profiles of Internet users, with juicy personal information just waiting to be exploited?

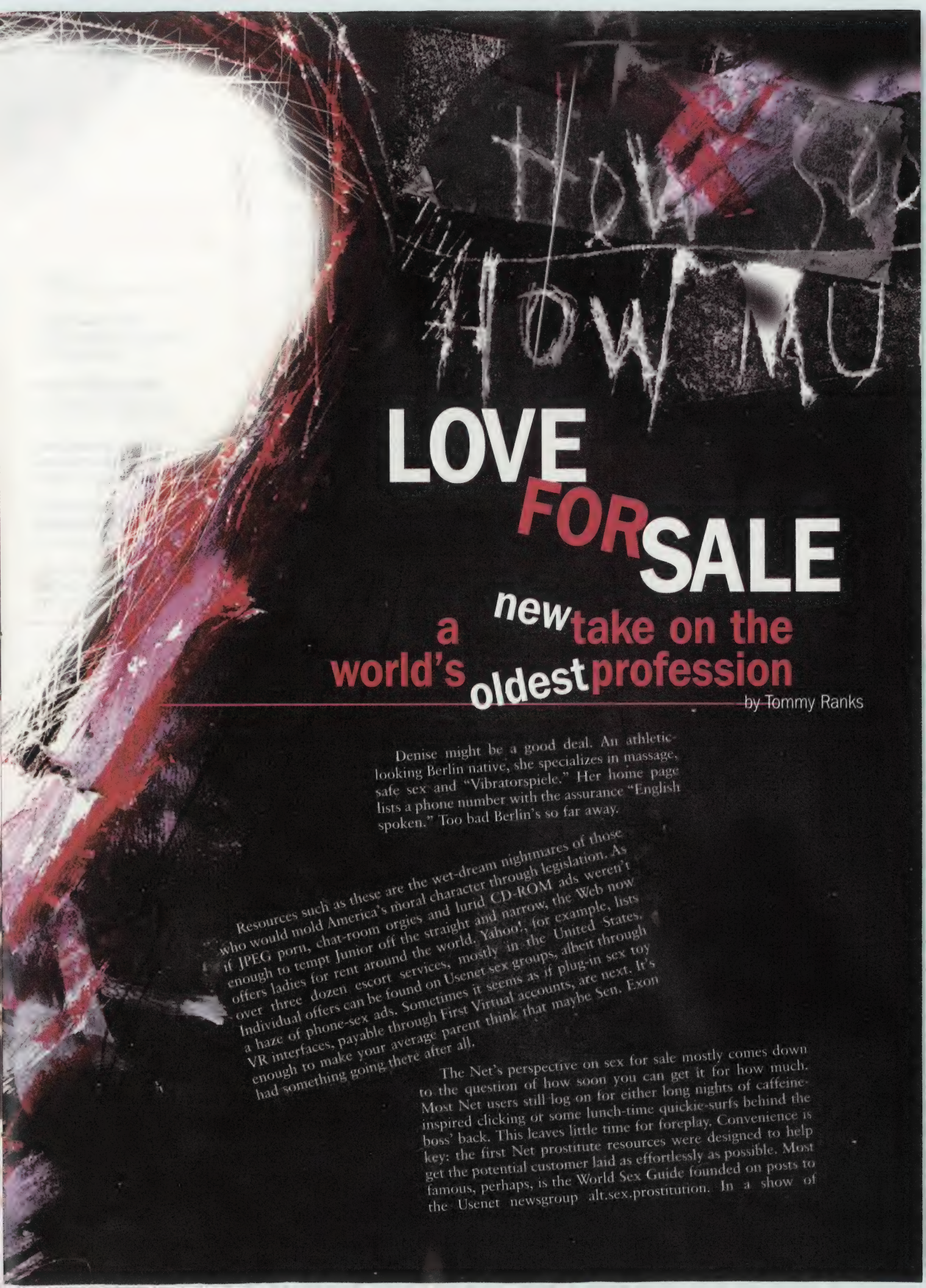
Perhaps neither. Perhaps instead of a Net in which everything is free, paid for by increasingly inquisitive advertisers, the future will instead be a pay-as-you-go Internet, with readers and users paying for their goods and services directly. Such a system would certainly be more efficient than the scatter-shot approach advertiser-supported content today. Already some publications, like *Slate* (**www.slate.com**) and *The Wall Street Journal* (**www.wsj.com**) are making a go at subscriber support.

The problem with pay-as-you-go is that it doesn't meet up with the realities of the Internet today. Fact is, you are more likely to get 500,000 people to pay $1/year to get access to your Web site than you are to get 50,000 people to pay $10/year, or to get 5,000 people to pay $100. The problem is that it's virtually impossible for those 500,000 readers to send you a dollar: The cost of postage alone would be 32 percent of your estimated take.

What if there was some way for those 500,000 people to pay you $1 by just clicking a mouse button? Or better yet, for a million people to toss you a penny if they liked your poem? The technology to implement these new kinds of payment systems exists today. We'll explore those payment systems next month in part two of "The Revolution Will Be Advertised."

This is the first installment of a three-part special series:
THE REVOLUTION WILL BE ADVERTISED

polly becker



LOVE FOR SALE

a new take on the world's oldest profession

by Tommy Ranks

Denise might be a good deal. An athletic-looking Berlin native, she specializes in massage, safe sex and "Vibratorspiele." Her home page lists a phone number with the assurance "English spoken." Too bad Berlin's so far away.

Resources such as these are the wet-dream nightmares of those who would mold America's moral character through legislation. As if JPEG porn, chat-room orgies and lurid CD-ROM ads weren't enough to tempt Junior off the straight and narrow, the Web now offers ladies for rent around the world. Yahoo!, for example, lists over three dozen escort services, mostly in the United States. Individual offers can be found on Usenet sex groups, albeit through a haze of phone-sex ads. Sometimes it seems as if plug-in sex toy VR interfaces, payable through First Virtual accounts, are next. It's enough to make your average parent think that maybe Sen. Exon had something going there after all.

The Net's perspective on sex for sale mostly comes down to the question of how soon you can get it for how much. Most Net users still log on for either long nights of caffeine-inspired clicking or some lunch-time quickie-surfs behind the boss' back. This leaves little time for foreplay. Convenience is key: the first Net prostitute resources were designed to help get the potential customer laid as effortlessly as possible. Most famous, perhaps, is the World Sex Guide founded on posts to the Usenet newsgroup alt.sex.prostitution. In a show of

consumer empowerment, johns report their experiences with prostitutes around the world, describe which ladies' services they preferred and issue warnings to each other. Elsewhere in the alt.sex groups, massive pro-prostitution cross-posts incite flame-wars as vicious as vice-sweeps. One of several pro-prostitution Usenet spammers, Dave Hutchison of Liberated Christians, takes great care to emphasize prostitution as morally uplifting. "Sex workers could be a vital source of healing by teaching and letting people experience different sexual and intimacy skills with a variety of people," he says, after decrying prostitution by force or by minors. In a Net where the pedophiliac rape fantasies of alt.sex.stories co-exist with Usenet-wide racial hate trolls, the relatively victimless crime of prostitution seems innocuous.

That quality has led to a subtle shift in the way the Net encourages us to think about prostitution. Some of the newer resources treat prostitutes as human beings, not mere objects of barter. The lone goof or indignant moralist scouring the Web for hookers is likely to run across the Prostitute's Education Network (PENet). Overseen by the vibrant "Scarlot Harlot," a.k.a. Carol Leigh, an abundant cheery-faced prostitute and activist who believes in the power of art to change people's minds, this site is dedicated to providing "information for sex workers and activists/educators who study issues of decriminalization, human rights in the context of prostitution, violence against prostitutes and women, sex workers and pornography, as well as current trends in legislation and social policy in the U.S. and internationally."

Leigh says that she believes the most effective part of the PENet site is its resources for students writing about the issue: "A real reading of the site would help students (our future leaders) understand that prostitutes are individuals like them, with thoughts and feelings...that we are more than the stereotypes. My hope is that some may understand that our rights are seriously violated on an ongoing basis."

Two of the top-billed items on the PENet site are in fact the "Student Resources" and the "Health and Community Needs Assessments and Services" sections. These offer a list of suggested readings, an introduction to the concepts of legalizing and decriminalizing various aspects of the sex trade, a page of statistics, several files on prostitutes and law enforcement, and a summary of health service needs reports. Realistically, of course, the curious young researcher is more likely to be drawn to the essays with juicier titles, such as "Working in the Nevada Brothels," "Thoroughly Modern Madam" and "Don't Swear. Don't Slouch. When in Doubt, Smile." But as it turns out, those particular essays are about the injustices of the Nevada system, the managerial problems of running a brothel and the legal difference between lap-dancers and showgirls.

None of this is calculated to arouse lecherous interests. In fact, the closest that PENet comes to offering the lurid scenes of sex-for-money is a description of a police bust: "He grabs me. Since I did not get a clear look at any type of badge, I got scared and I thought I was going to be raped and robbed...I tried to get away but he grabbed me by my hair and slammed me against a brick building wall."

"Almost every day I say my mantras," Leigh says. "LAWS THAT PUNISH PROSTITUTES ARE CRIMES AGAINST WOMEN and THE ARREST AND INSTITUTIONALIZED HARASSMENT OF PROSTITUTES ARE ATROCITIES." Apparently she is not alone in her beliefs: The PENet site provides information from and about organizations such as PONY ("Prostitutes of New York"), the Exotic Dancer's Alliance and COYOTE ("Cast Off Your Old Tired Ethics"). The Sex Worker's Alliance of Vancouver celebrates sexuality in its own way, with a dominatrix cartoon splashed on its main page and an archive of news, information and resources second only to PENet's. COYOTE in Seattle has a similarly ambitious site in progress. "As long as the sex worker and client have a mutually respectful business relationship and no one is stealing, cheating, assaulting, et al, the other, what's the problem?" asks COYOTE-Seattle executive director Catherine La Croix. "Why is it illegal to charge for what can be freely dispensed? Sex work is no more moral or immoral than the chocolate or distilling industries."

The world as a whole tends to disagree. Reports and essays from Off-Net media sources that have been transferred to the Web tend to focus on the dangers of exploitation

The addresses in this story can be found at:

Denise
http://www.rising-sun.com

World Sex Guide
http://www.paranoia.com/faq/prostitution/

Liberated Christians
e-mail info request to davephx@primenet.com

PENet—Prostitutes' Education Network
http://www.creative.net/~penet/

The Sex Worker's Alliance of Vancouver
http://www.walnet.org/swav/

COYOTE (Cast Off Your Old Tired Ethics)
http://www.coyotesea.org/

"Prostitution and Male Supremacy" by Andrea Dworkin
http://www.igc.apc.org/womensnet/dworkin/MichLawJournalI.html

"On the Issues"
http://www.echonyc.com/~onissues/s96orgasm.html

Don't! Buy! Thai!
http://members.aol.com/dbtlori/dbt1.htm

The Survivor's Voice
http://www.billboards.com/billboards/tsv/wakeup.htm

Coalition Against Prostitution and Child Abuse in Thailand
http://ksc.goldsite.com/capcat/

Taipei Women's Rescue Foundation
http://www.pristine.com.tw/WRF/wrf.html

and abuse. Some of the most vivid imagery is found in Andrea Dworkin's writings, which warn about abstracting the realities of prostitution, and the far-left magazine *On the Issues*, which decries prostitution as a damaging model for sex.

This is not to say that the prostitute activists deny the dangers of prostitution; this is, it would seem, why they spread information and debate rather than GIFs and sex stories. The World Charter for Prostitutes' Rights on PENet's site calls for an end to "fraud, coercion, violence, child sexual abuse, child labor, rape [and] racism" in the context of decriminalized prostitution. Elsewhere, these resources deal with the dangers of trafficking, the vulnerability of the prostitute and the need for more safe-sex awareness. And there is always the conviction, among the happy-hooker graphics and the off-hand sex-talk, that when prostitutes aren't being exploited they truly are doing nothing wrong.

When exploitation occurs, however, it is not treated lightly. The horrors of child prostitution have inspired a host of sites: Don't! Buy! Thai! organizes a boycott of goods from Thailand in response to abuses there; The Survivor's Voice supports the boycott and gives readers a chance to sign a petition online. The Thailand-based Coalition Against Prostitution and Child Abuse in Thailand is dedicated to the "Thai volunteers, educators, social service workers, law enforcement personnel and government workers who are sacrificing on a daily basis to help the young people of Thailand," but disagrees with the boycott approach. Organizations around the world such as the Taipei Women's Rescue Foundation advertise similar efforts. This is global education at its finest.

The Net-naïve may be unable to distinguish between sexploitation and education, but there is a feeling among the latter that they're on a mission. "Most other [sex-related] sites are crap," says Atta of the World Sex Guide. "Low quality photos, phone sex ads and a monthly fee and no genuine information. That sucks. My site is completely free, lives on contributions from readers and contains no commercial messages whatsoever. That's how the Internet was meant to operate."

Other prostitution advocates concur. "Some [sex-related stuff online] is done responsibly and professionally. Most, I would say, and I've been online for nearly 10 years," says La Croix of COYOTE-Seattle. "Of course, there are always the sleazy schlockmeisters hanging around but, again, no one's forcing anyone to view adult material and most adult sites have rather large warnings as to content. Half of my clients come from the Net, and I have yet to encounter an adolescent boy." And Leigh of PENet expresses astonishment that anyone would choose a computer over a real-life encounter, joking, "I still can't figure out who sits in front of their computer diddling themselves looking at low res GIFs."

Judging from the traffic in the binaries' groups, it would seem that self-diddlers make up a large and lusty share of Net users, and the market has not been slow to respond. Usenet's alt.sex.prostitution, along with many of the other alt.sex groups, is regularly flooded with explicit advertisements from porntrepeneurs. The spread of pornography has dominated the political and public perception of the Internet's sex-related resources, threatening to engulf even the most constructive voices in a tide of righteousness and hysteria.

Economics and sex are two of the Net's greatest concerns, and prostitution issues, straddling the two, are a potentially volatile area. But the human sex drive is as resilient as the Net itself; the lusty young male determined to score will inevitably find a way to do so. It could be that in the coming years accessing information about prostitutes' health and legal issues will be as shady as accessing prostitutes themselves. But regardless of whether or not we have the intelligence to distinguish between the two, one thing is certain: No matter how hard the job or how dire the threats, there will always be people somewhere in the world willing to sell their bodies and share their stories.

On the

Miles from nowhere...

Palenque, Mexico, March 4, 1996, 8:37 p.m.—Dan Buettner and other members of the MayaQuest exploration team are hunkered down in a ramshackle shelter just outside the ruins of Palenque in the Yucatan. Torrents of rain explode against the shack's tin roof, creating an almost intolerable racket overhead. But Buettner and his traveling companions are focused on a singular task: reaching the outside world through an Apple Powerbook, a 12-volt battery, a tangle of wires and a Rockwell collapsible satellite dish the size of a small kitchen table.

While bicycling through Central America attempting to uncover reasons for the downfall of ancient Mayan civilizations, Buettner and his buddies have been chronicling their wanderings for an Internet audience of thousands. During the first MayaQuest trek, in 1995, the team pedaled over a thousand miles, visited 30 archaeological sites and took more than 20,000 photos. The explorers' thoughts and some of these images were conveyed, almost instantly, to the thousands of students, scientists and others who watched the trek unfold.

Those who followed the trip through the Net had a hand in shaping the cyclists' itinerary. "Instead of telling people what we did," Buettner says, "we empowered them to direct the expedition." The team identified key Mayan sites but couldn't visit them all, "so each Monday people would vote on where we should go next and by Tuesday morning we were off to where they sent us," he says. "That kept people involved...and it hinged on real-time communication."

• • •

Today, as traveling with a Net connection becomes easier and more commonplace, the giddy glory of instant communication is greeted with great appreciation by some and with disdain by others. Like or it hate it, though, cheaper and easier Net hook-ups are becoming increasingly available, to the point where isolation is now a choice, not a given, in remote locations.

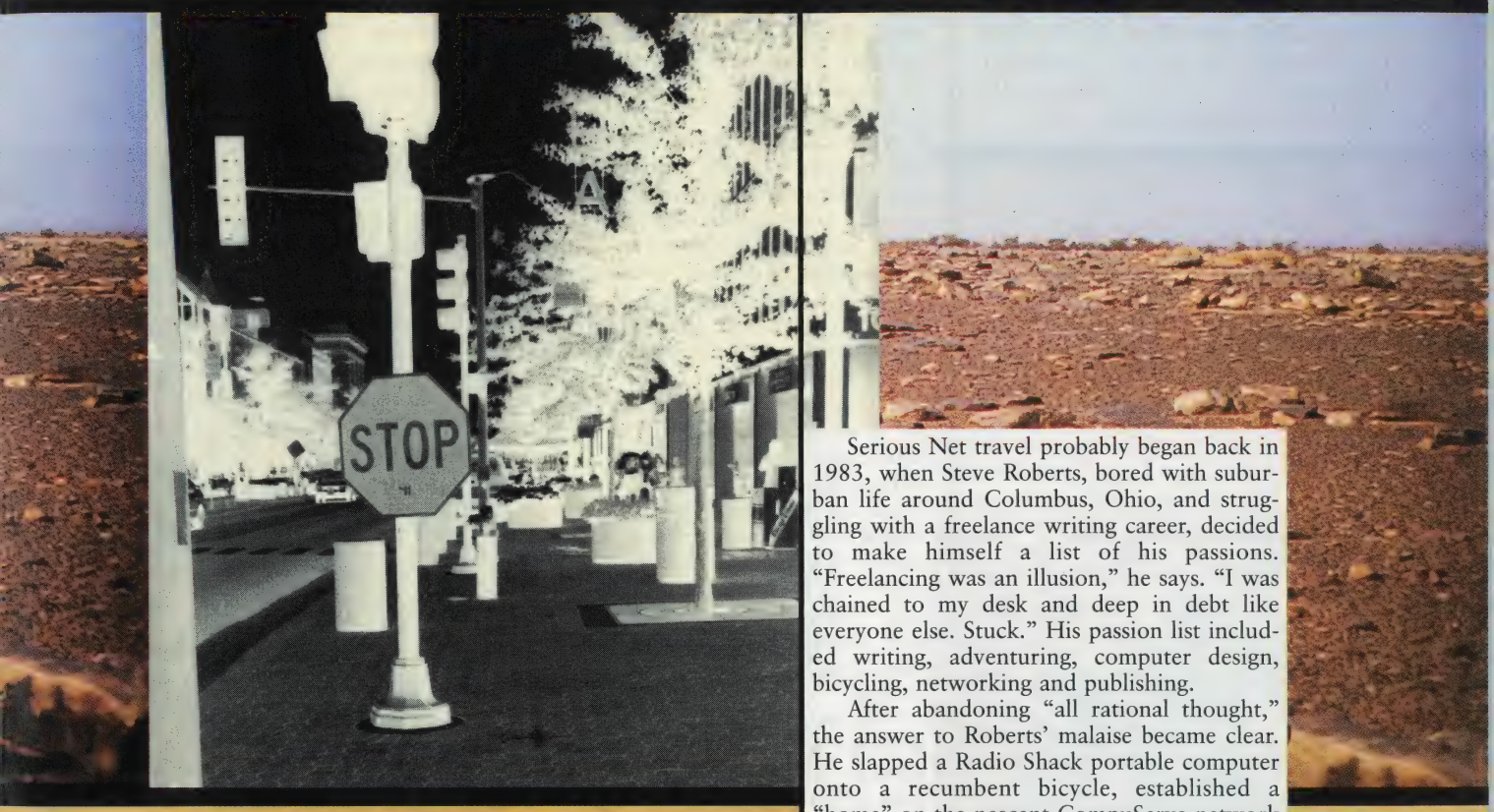
"There were times that I felt the electronic link with Western civilization was a leash that was holding me back and keeping me from really escaping, spiritually and physically, into this other world," says travel writer Jeff Greenwald, who circled the globe—without air travel—in 1994 while filing accounts for GNN's Travelers' Center. "At other times it seemed more like a lifeline. But altogether I think I accepted a sense of the inevitability of

By Michael Shapiro

ABOVE: GREENWALD WORKS ON A DISPATCH FOR NETIZENS FROM SOMEWHERE IN THE MIDDLE OF THE SAHARA DESERT.

DESERT PHOTO: SALLY KNIGHT; TRAFFIC PHOTOS: JENNIFER DEMAY

Road



Virtual

that kind of contact because we've entered an age where removing yourself from the world at large is an affectation, not a reality. Whereas 50 years ago you could really go to places and be genuinely cut off and isolated, nowadays it's a choice you make."

Whether one views those wires as a lifeline or a leash, Net communication is opening new horizons for global explorers as well as for those on the receiving end of these dispatches, who, with the click of a mouse, can travel from the frigid waters of Antarctica to the tropical rain forests of Central America to the peaks of Mt. Everest.

Serious Net travel probably began back in 1983, when Steve Roberts, bored with suburban life around Columbus, Ohio, and struggling with a freelance writing career, decided to make himself a list of his passions. "Freelancing was an illusion," he says. "I was chained to my desk and deep in debt like everyone else. Stuck." His passion list included writing, adventuring, computer design, bicycling, networking and publishing.

After abandoning "all rational thought," the answer to Roberts' malaise became clear. He slapped a Radio Shack portable computer onto a recumbent bicycle, established a "home" on the nascent CompuServe network and began to travel full-time while writing and consulting for a living. This early technology soon became insufficient, and Roberts eventually built a new bike: the 580-pound BEHEMOTH (Big Electronic Human-Energized Machine...Only Too Heavy).

The 105-speed recumbent has a Mac, PC and a Sparc station ("I always wanted to ride a UNIX-cycle," he quips). "It all runs on solar panels—I can be in the middle of the Utah desert and be just as in touch as anywhere else," Roberts says. Yet there can be some disadvantages to traveling with such an outrageous Net connection. Roberts is peppered with endless questions. "Are you with NASA?" asked an Iowa farmer.

Overall, Roberts has relished his mobile connectivity and says it has enriched his lifestyle—which he calls "nomadness"—beyond his wildest hopes. "Nomadness is the most social lifestyle imaginable for two reasons: global networking and the timeless

...but seconds from contact

energy of beginnings. The traditional concept of stability, normally restricted to neighbors, associates, and the familiar things that define home, is now distributed around the world and constantly refreshed by encounters on the road. Home is everywhere, and I am constantly amazed by the intelligence and imagination lurking in the most unlikely places."

Thirteen years and 16,000 miles later, Roberts, author of the 1988 book *Cycling Across America*, is turning his energy toward creating the Microship, a fully-equipped boat that will allow him to continue his traveling, writing and networking from the world's waterways (see **http://www.microship.com**).

• • •

Like Roberts, Jeff Greenwald sought an escape. While Greenwald's routine of traveling to the far corners of the globe wouldn't appear mundane to most, he felt he'd become more a commuter and less an adventurer. As his 40th birthday approached, Greenwald decided to make a devotional kora, a pilgrimage around the most sacred object he could think of: the planet Earth. To get away from the rut of commuting, he chose to completely avoid air travel and circumnavigate the globe with on-the-ground transport: trains, boats, cars, mules and even his own two soft-soled feet.

He acknowledged the irony of using the latest computer technology to get his dispatches to readers through Global Network Navigator, a guide to online resources created by O'Reilly & Associates. "The point of my trip was to forsake technology, so my reliance on technology and my presence on the Web became an ironic counterpoint to this journey. While my brain was telecommuting at the speed of light, my body was still compelled to travel at a snail's pace, face down in the sand."

There were days when Greenwald cursed the wires, couplers and laptop he dragged with him during his quest. "I spent an entire festival day in the town of Oaxaca (Mexico) trying futilely to send a dispatch to GNN: endless tries, as much technical support as they could give me, and a fortune in telephone calls amounted to absolutely nothing. It was a really good example of how I could waste half of my trip trying to deal with the logistics of the Internet, which was then, only two years ago, in a much more primitive state than it's in now." (Greenwald later realized that the entire fiasco may have been due to his failure to flick a switch from tone to pulse.)

At other times, however, Greenwald was ecstatic that as he traveled through Guatemala, Istanbul and Tibet, he could share his adventures—almost instantaneously—with friends, family and fascinated readers. "I had this sense of being almost on fire, that the excitement and heat of my journey was providing me with something I could broadcast in no time at all," he says. "It was a very giddy feeling."

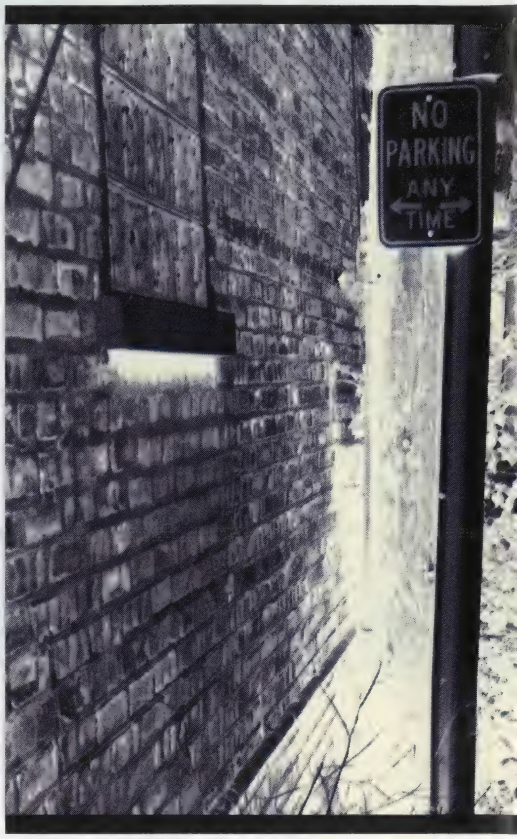
Occasionally, Greenwald's dispatches went far beyond his insightful observations to solid news reporting of events with broad human rights ramifications. He arrived in Tibet shortly after President Clinton agreed to "de-link" China's human rights record with the country's application for Most-Favored Nation status. "It was amazing to be able to write for immediate publication about the way the Chinese were gloating and about the way they were oppressing the Tibetans even more now that they felt America had stepped away from the fight," he says. "I felt a real sense of responsibility and privilege to be able to convey that information." Greenwald chronicled his entire trip in *The Size of the World*, published earlier this year by Globe Pequot Press.

Others have set out with a specific social agenda. Porter Gale and Donna Murphy embarked last spring on a bike ride to raise awareness about breast cancer. Dubbed "2 Chicks, 2 Bikes, 1 Cause," their 5,000-mile bike ride sought a much larger audience than the people they met as they pedaled across the United States. The two women used the Net to target a global audience.

"Usually the Net is an anonymous vehicle, but we've met people and become really close friends," Gale says during an en-route interview as the pair approached Des Moines, Iowa. Gale and Murphy altered their route to intersect with a young woman who was doing a similar ride after her mother died of breast cancer.

The pair also cite a simple benefit of the Net that appeals to many travelers in distant lands: "It's really good for staying in touch with our families—we can let them know we're safe."

Diane MacEachern, an environmental journalist, joined the TerraQuest expedition to the Galapagos to help promote preservation of the islands and their inhabitants. While she used the Net to help spread this message, she was amazed



by the technical advances and got a crash course in new multimedia tools. "I went into it thinking only of images and words," she says. But MacEachern soon realized the team could include sounds, from the whisper of the winds to the roar of a sea lion: "Now it seems incomplete to just have words and pictures."

While sending Net dispatches can be exhilarating for technomads, following these dispatches is often riveting for Net surfers. For some users, who may be old or ill, it can be as close as they'll get to faraway lands, the next best thing to being there. For others it's a way to get a first glimpse of a region they hope to soon visit. And for some, it's simply the thrill of participating in a great adventure.

Last May, a Net audience of thousands joined the celebration as a team of climbers led by Seattle-based

mountaineer Scott Fischer reached the summit of Mt. Everest. Yet within hours, exultation turned to despair as a fierce snowstorm blanketed the high camp where Fischer and others rested. The gripping saga played out over the Net as rescuers found Fischer and climbing companion Makalu Gao clinging to life, carabinered to one another. Only one man could be saved, and since Fischer was already comatose, rescuers chose Gao, put some blankets over Fischer and descended. Eight climbers were eventually found dead.

"As the horror started to unfold, I felt my heart sagging with despair," wrote a Net-surfer named Jilly. "I felt so close to what had happened and felt a strange kinship with these souls."

More typically, using the net to connect with people who are traveling is inspiring and uplifting. Just ask Greg Elin, who during the fall of 1995 embarked on a transcontinental motorcycle ride across the United States called "Silicon Alley to Silicon Valley." Elin set out to prove that people could access the vast stores of electronic info without remaining chained to their desks. Using a Connectix camera mounted to his motorcycle helmet, Elin continually broadcast images to his Web site (**http://www.totalny.com/live/ge/index.html**).

"Until now, the legacy of the information age—which has given the individual access to vast amounts of knowledge and power—has been a type of bondage," he said. "Bondage to the terminal, to the telephone, to the fax machine." His trip and the journeys of others have helped "demonstrate that technology has escaped its cage of wires."

During his trip, Elin found time to visit his parents in Chicago, set up their new computer and get them on the Net. A week and a half later, he pulled his motorcycle to the side of the road, took a digital photo of a stunning sunset and quickly uploaded the image to his Web site. Within minutes his mother and his girlfriend saw an image of the sunset Greg had just witnessed.

"It has the potential to be so personal," he says. "All I needed was a computer, the Net, a phone and a camera, and they were seeing live pictures from my motorcycle in New Mexico."

Over and over, travelers who take the Net with them emphasize how outstanding a tool it is for making personal connections. "The Net is not this faraway vision of cyberspace, but real people you can visit," Elin says. And keeping that connection alive leads to making more connections as one travels, helping solidify those serendipitous and sublime encounters that can be the most rewarding times of a journey.

Travel Log-In

Jeff Greenwald and Steve Roberts are pioneering world travelers who were among the first to send dispatches to an Internet audience. Roberts began "traveling wired" in 1983 after strapping a Radio Shack portable to his recumbent bike and getting an account on CompuServe. In 1994 Greenwald embarked on an around-the-world trip, without air travel, and broadcast his impressions through Global Network Navigator (GNN).

Following are some of their impressions:

Steve Roberts: In a small way, the bike represented the outrageous notion that very soon now, it might not matter where your body happens to be...as long as you maintain a presence in the networks....Home, quite literally, became an abstract electronic concept. From a business standpoint, it no longer mattered where we were, and we traveled freely, making a living through magazine publishing and occasional consulting spin-offs, seeking modular phone jacks at every stop.

Jeff Greenwald: It's very important to realize that being in communication with people via the Internet does not mean they can do anything to help you necessarily. If a bunch of natives in some South American country had decided to put me in their stew pot, all the communication in the world wouldn't have gotten me off the menu.

SR: People are endlessly fascinated by life on the edge, the adventures of travelers and peeks through curtains into other lives. Travel and writing are thus inextricably linked, and by carrying the most sophisticated tools available for biketop publishing, communication and information-gathering, I minimize the number of excuses for not being productive while raising reader curiosity in the process. For an author, this whole gambit is a gold mine: endless story material, superb tools and easy marketing based on a recognizable image.

JG: We're going through a period with the Internet where people are so enamored with it that they're painting the town red with info—they just want info to be sent from all parts of the world just to show it can be done. We know it can be done. What we'll see in the near future, I think, is a kind of information backlash: Travelers will purposefully disconnect themselves and revel in the idea of sojourning "without a net," so to speak. Instant co-communication will no longer seem novel but invasive. In many ways I consider the Internet to be the ultimate computer virus.

SR: The rhythms of movement beat like an undercurrent of congas in the night: heart thumping, pedal pumping, file dumping. New towns roll into view, effortlessly, each a haven of new friends and warm beds...Each a different view of the same essential home. I write, add bike systems and expand the family. And it's so easy, this nomadic life, now that the desperation is gone and the tools are familiar.

JG: (On unplugging) It's easier said than done—human beings are highly communicative animals, and communication becomes addictive. It's very difficult to be in an unfamiliar place where you can communicate and not communicate. And information seems to breed information—the more you communicate with people, the more they communicate with you. After four weeks in Kathmandu, I was answering 16-25 e-mail messages a day and spending two to three hours in my little office when I could have been outside visiting temples and day hiking in the Himalayas.

JG: (On traveling wired today) When I was doing this two years ago, the idea of sending back dispatches via the Net was pretty exotic. Nowadays, when I see people sitting around in remote corners of the world and typing away on their notebooks, I roll my eyes. Being wired has become a kind of cliché; and it can certainly distance you from the Here and Now. I get lots of e-mail from people asking how they can stay in continual real-time contact with their friends, lovers and editors. "Leave your laptop at home," I tell them, "and enjoy your trip. You'll have a much better time staying footloose, keeping your eyes open and writing the occasional postcard."

On the Net With Bruce Campbell

by Rob Bernstein

photography by Daniel Arsenault

You'd probably recognize his face before you'd recognize his name. Small character roles in movies like *Escape From L.A.* (Surgeon General), *Congo* (Charles Travis) and *The Hudsucker Proxy* (Smitty), and the principal role in the likable but canceled television show *Brisco County Jr.*, have exposed Bruce Campbell to mainstream film and TV viewers. But in the cinema cult underworld of the Net, Campbell is best known for his hysterically deadpan performance as Ash, the comically tortured chainsaw-wielding nemesis of all things undead in the *Evil Dead* trilogy. In fact, a brief search by our staff dug up over 35 Campbell-specific fan sites, and many, many more related links.

Campbell, who recently returned to the States from a remote shoot somewhere in Mexico for the upcoming Paramount film *McHale's Navy*, says his film career began back in high school, "400 years ago," when he and director Sam Raimi (*Darkman*, *The Quick and the Dead*) met in drama class in Birmingham, Mich. "We were both doing pantomimes and they both sucked. So we consoled each other. And we kind of went from there...he would do magic shows at bar mitzvahs and stuff, and I would be his assistant. I think for Sam, movies became the ultimate magic show because movies are the ultimate sleight of hand. And then we just began making a bunch of Super 8 movies on weekends."

Evil Dead, produced on a wafer-thin $350,000 budget, was the first major motion picture Campbell and Raimi produced together. In 1983, at the Cannes Film Festival (the same year *The Shining* was released in theaters), *Evil Dead* managed to catch the eye of horror maven Stephen King who called it the year's "most ferociously original horror movie." From his film debut and thereafter, Campbell has become a major cult hero—Hollywood is starting to bank on his underground status, and Disney recently struck an agreement to have Campbell star in an undisclosed action/adventure television series.

As a major Web junkie, Campbell seemed an ideal choice for "On the Net With." So, sit back, relax and enjoy as the king of cult gives the goods on a fan named Death Dog, a digital Jack Nicholson and Hollywood's fascination with stupid computer sound effects.

IU asks Bruce gives Questions answers

So what's the deal with the Web's fascination with Bruce Campbell?

I think a lot of users relate to the *Evil Dead* movies. The real appeal is to the college kids because those movies are extremely irreverent and they can identify with that sort of lead character, always pissed off, struggling against the odds, and he fails a lot. And that's the only thing I can figure out.

We read in an interview with you published in the *Chicago Tribune* television guide that you're a big fan of all things online?

I'm online an hour a day. I do e-mail. I e-mail directly to fans and interested people.

Do you really get back to fans?

Absolutely.

Have you given away your e-mail address?

Yeah,

I posted it, I let it out.

Because it's a grass roots thing. How else do you know whether people think your stuff sucks, but by direct contact. I get asked the same types of questions so I actually have about half a dozen, not press releases, but responses. It would be as though I had a spokesman. 'Here's the official word on this, and here's the official word on this. This is just a rumor.' Half of what I do is damage control, because of all these ridiculous rumors about what movies I'm going to be in. So I can download those files, I can just send a quick note to say, 'Hey Joe, thanks for the note, here's something for you to look at.' And others just ask, 'What are you up to?' So instead of just typing in the same thing each time, I can attach a file that gives them the whole rundown.

So you must receive a ton of e-mail per day?

It can get pretty thick, but I average about 40 a day.

I'm surprised you don't get swamped with more. *IU* counted at least 35 fan sites.

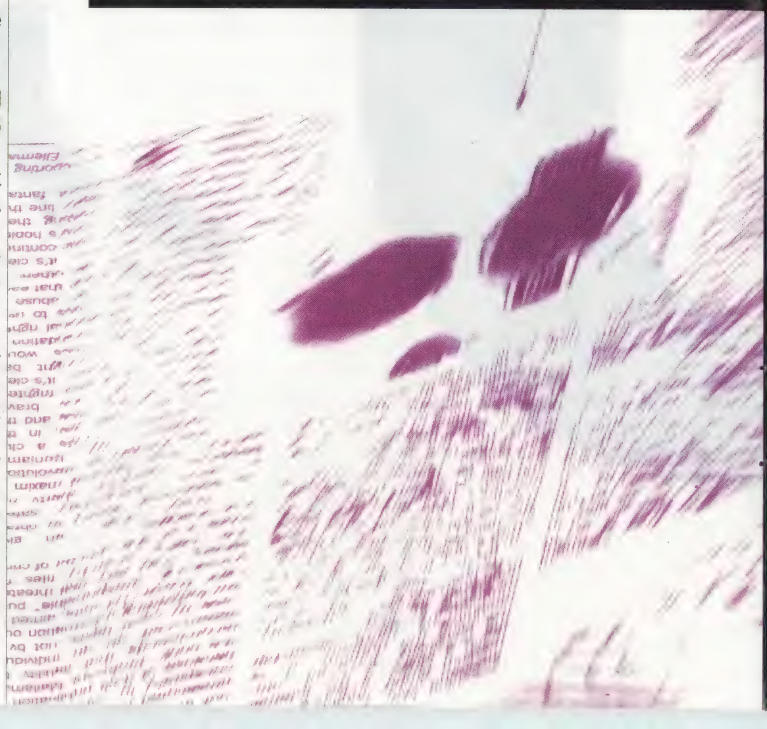
Yeah, there's a lot of weird stuff out there. There's a lot of skepticism too. A lot of people will drop an e-mail and say, 'I know some other person will be answering this.' I've spent a lot of time trying to convince people that it's actually me by saying, 'Well, quiz me on something only I would know.' It's really absurd. Here's the thing that kills me though...when I was a kid, you couldn't send e-mail to William Shatner. And now you can. And there are now a fair amount of actors logging on. In a weird sort of way, the Net is bringing back the lost art of letter writing. Even though the grammar I get is unbelievable. I have to reinterpret everything. And you don't know how old these people are, that's another weird thing. I get a lot of e-mail that'll just be from like

DEATH DOG.

So I'll write back 'Dear DEATH DOG, thanks for your note, whoever the hell you are.'

Have you visited any of the Bruce Campbell fan sites?

Oh yeah, I've stopped at a number of them. And there are several that I have to say are pretty darn inventive. They're not the standard click here for a sound byte deal. And I try and help them out and keep them current. I don't search these places out, but anyone who sends me an e-mail, like Joe Blow who maintains a Bruce is God Web Site, if he wants to know what's going on, I'll just ship him a file. But I don't send pictures around though...I wish I knew how to do that.



What else do you find yourself wasting time with online? Read any good scripts?

I buy airline tickets. I keep really weird schedules and I don't often have access to a travel agent, so this way I can just sit at midnight and dick around with my travel plans. And they've just expanded it now to car rental and hotel so now I'll never get off the damn thing.

As someone in Hollywood who actually has an understanding of the online realm, what do you think of film's sensationalized depiction of the technology in movies like *The Net* with Sandra Bullock?

My favorite part of *The Net* was all the ridiculous sound effects they gave to every computer move. Like a window would come up and it would go, S W

Or like Sandra would be scrolling through something and you'd hear, blrrrrrrrrrrr, blrrrrrrrrrr. It's only so the audience wouldn't fall asleep I think.

There always seems to be some silly Internet cowboy too, that geeky hacker character who always has some line like, 'Yeeha, we're in.'

The other thing too is that everyone has these kick-ass systems. No one has a clunky system that takes an hour to download something. It's always instant. It's like they have fiber optic running into the back of their computer. It's usual though, it's a typical Hollywood thing. They don't have a clue.

What impact do you see technology having on the 'biz' and is it really that important for Hollywood to go online?

I have to say, I'm doing my best to stay current. One, because I'm trying to stay up with at least a primitive version of technology. I can go online, download scripts, send stuff to friends. For example, I was in North Carolina working on a TV show and a guy calls me from **Detroit** who says, 'Jeez, I really wish I had that so-and-so contract because I'm meeting with this guy today.' I take my computer

o o s h .

wherever I go, so I was able to instantly send my version of the contract. It was faster than Federal Express and it only costs you log-on time. And I don't know how else we could have done it. So even that is still primitive compared to a lot of stuff out there, but I'm doing the best I can to not get buried in the crush. I just did a voice character for a CD-ROM game. It's something I really want to keep pursuing because I think eventually they'll have little movies on CDs. It's getting to the point where whatever you can imagine, they can do. I used to joke, one day they're going to come to Jack Nicholson, and Acme Digital Company is going to say, "You know Jack, you've had a long great career. Why don't you go to Tahiti and relax for a while. But before you do that, come to our studio, and we're going to photograph you from every conceivable angle and we're going to take you into our sound studio and get you recording all of the letters of the alphabet, and every possible motion. And we're going to have you bring in every photograph you've got of yourself. And that's going to be virtual Jack.

Who needs actors anymore?

Yeah, and everyone used to think that was so funny, and called me crazy. And then I did this thing called *Love Bug*. It was a remake of the original *Love Bug* for Disney. A guy showed up on the set and started taking reference photographs of me. I said 'What are these for?' He said, 'Well that's for when we make a CGI of the car popping a wheelie, we can put you in the car and it will actually be you. When stuff like that happens on just a made-for-TV movie, because this is not some Arnold Schwarzenegger movie, you start thinking, 'Well, they'll probably use [digital] actors for stunts, and it'll start like that, and then it'll expand to the point where Jack says, 'Hey, it's just a long shot, put the CGI guy in. I gotta go play golf.' These are just theories of course, but in 10 years, I don't think anybody is going to be laughing. And I heard that Demi Moore got her body scanned during *Striptease* because she thought 'that's the best I'm ever going to look, I might as well have it on record in case I'm ever going to need it.' So she's digitized.

Does that bother you?

I think it is fascinating on the one hand, so long as they don't try and create actors out of nothing. That's the only thing that bugs me. Hopefully they'll still need some poor sap to read the lines. And if they want to sample me, sample me, but at least it'll be my image.

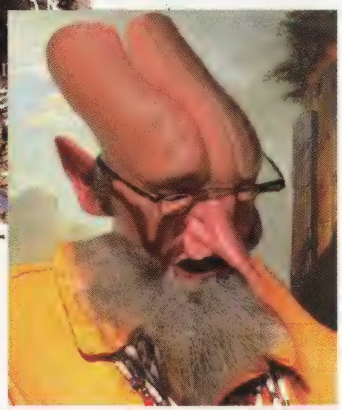
And what do you do when you're not online or thinking of virtual Nicholsons?

I get as far away from technology as I can. I backpack. I'm a big fan of just strapping on the pack with my wife and hauling off into Bonelick, Utah where you don't see anybody for days.

s(p o)t-light

A closer look at this month's #1 site

By Craig Aaron



The convenience of the Clinique counter meets Salvador Dali at the Surreal Make-Over Gallery, where Allen Toney provides visitors with the cheapest facelift on the Net.

At his site Toney transforms simple snapshots of "normal" looking people into grotesque portraits, which leave his subjects with bulging eyes, gaping mouths, elastic nostrils and twisted smiles. The "Make-Over Hall of Fame" section provides an excellent introduction to this self-proclaimed "professional lunatic" and his unique style. But Toney uses the makeovers as enticing bait to lure visitors further into his site for a look at his more serious artistic endeavors.

Along with the rest of his work, the Make-Over Gallery's random and chaotic caricatures reflect the artist's philosophy on life. "I'm really interested in the odd things in life, the surreal, chance and chaos," Toney says. "I try to practice what I preach and live the way that I paint."

In an effort to live the life of an artist ("whatever that means, sort of the movie version or something"), Toney, 34, surrounds himself with "randomness." He likes to live by chance, and will sometimes, quite literally roll a pair of dice to determine which way to turn in his car or where to go out for the night. Toney says that he tries to be non-traditional and break the mold as often as possible. It's this philosophy that led Toney to expand his art into the realm of computers.

Since 1990 Toney's work in combining oil paintings and computer images, has earned him recognition as a pioneer in computer-generated art. He crafts "disturbingly psychotic" images that draw from the works of surrealists Max Ernst and Dali as well as other painters from the Baroque and Futurism movements. His work has been featured in more than 50 galleries worldwide, from his home state of West Virginia to as far away as Israel and Italy. Computer artists remain rare in the traditional art world, Toney says, but they are gradually becoming more accepted.

Toney's computer experience made his experimentation with the Internet a natural progression of his work. "My original idea was to put a gallery of prints on the Internet," Toney says. "I wanted to sell some computer prints over the Web. But after I put up my original Web site, I realized that it was a very static kind of thing. It was boring and I needed a hook to keep people coming back on a semi-regular basis."

Thus the Surreal Make-Over Gallery was born. Soon it began to take on a life of its own. Within three weeks Toney began receiving thousands of hits and was recognized by Web arbiters like Cool Site of the Day and The Point. He suddenly found himself flooded with dozens of makeover requests.

"I was completely naïve when I got on the Web," Toney says. "I had no idea that you could get reactions like that. I was blown away."

Borrowing techniques from his "real" artwork, Toney completes a makeover in less than 10 minutes. Toney uses Adobe PhotoShop's "smudge" option as a "highly controllable form of finger-painting" in order to push, pull and contort the faces. He tries to post a new makeover daily, although time spent on other projects recently has kept him from that goal. Toney receives a few new snapshots every day and eventually gives every photo a complete makeover. For $20 he'll even immortalize your altered portrait on a T-shirt.

Toney has created hundreds of makeovers, but the true aim of the site remains to expose surfers to Toney's "real" projects. He's currently working on a series of 8-foot high oil paintings that depict images he created on the computer before transferring them to canvas. On his Web page, Toney is also developing a project called "Anxious Dreams," which will eventually take visitors on a "visual poetic meandering" and allow them to experiment with poetry and illustrations.

Toney says the Net has the potential to revolutionize the art world and give more power to the artist. "The Net is a way to democratize the whole art process," Toney says. "It hasn't reached maturity yet, but hopefully when the bandwidth and everything gets up to par it will truly be a way to circumvent the traditional monopolies that the art world holds over artists and the showing and the selling of art."

Although Toney's roots lie in the traditional art world, he plans to continue to explore the Net and other new mediums. "A lot of my art deals with random things, and the serendipitous quality of the Net is a beautiful thing," Toney says. "You can spend hours on things that you never knew were there. I enjoy the randomness of it all—it's beautiful."

http://webpages.marshall.edu/~jtoney/facepage.html

>FAQ

Name: Robert Buisson
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EACH MONTH WE PROFILE PEOPLE WHO TAKE ON THE NORMALLY THANKLESS TASK OF COMPILING FREQUENTLY ASKED QUESTION FILES. THIS MONTH WE EXAMINE A FAQ DEVOTED TO OUR FAVORITE SUGAR WATER, KOOL-AID. THE FAQ IS POSTED REGULARLY TO THE NEWSGROUPS **alt.drinks.kool-aid** AND **alt.answers.**

Can you explain alt.drinks.kool-aid and its purpose?

In its infancy, the newsgroup focused mainly on "what is the best flavor." This debate was heated at times (believe it or not), but after a full year, several online polls and a few all-out flame wars, the newsgroup matured and gained a new-found civility. Now most of the discussion surrounds a few key topics: the trend of dying hair with Kool-Aid and with the discontinuation of Purplesaurus Rex and Rock-a-dile Red in the United States, but continued production in Canada. A trade route has been formed via the newsgroup with Americans sending Canadians packages of Black Cherry, Pina Pineapple and other U.S.-only flavors for P-Rex and R-a-Red. It has become so popular, that I now maintain and post a list of traders. Some are from as faraway as Australia, Norway and England.

How did you get involved with it?

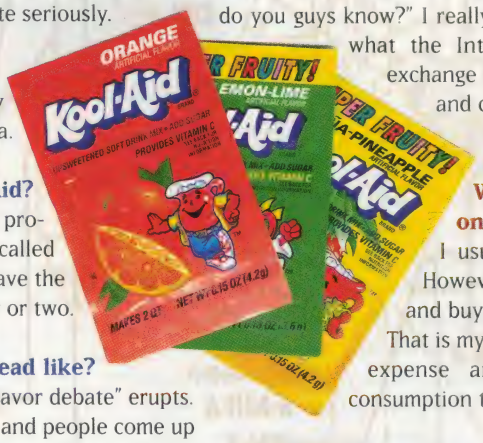
I still drink Kool-Aid to this day, and so it was natural for me. I got involved in the color/flavor debates, conducted one of the polls, and really enjoyed the attitude of the group; friendly, but we still took our Kool-Aid quite seriously.

Do you have a day job?

I am a law student at the University of Manitoba.

What's your favorite flavor of Kool-Aid?

Orange. I like it so much, I started my own pro-orange lobby group on alt.drinks.kool-aid, called "The Temple of Orange." I even have the occasional follower or two.



What's a typical conversation thread like?

Once or twice a year, the whole "best flavor debate" erupts. Everyone picks a side, and people come up with interesting arguments as to why one flavor is better than the rest. They get better every year. It's in good fun, but the insults do fly.

What is your favorite fast food restaurant?

The Chip Stop. It's a truck parked on Broadway Street in Winnipeg. They serve good burgers and greasy fries.

What's the oddest thing that had to be addressed in the alt.drinks.kool-aid FAQ?

The "What else can we do with Kool-Aid?" section. A fisherman in Alaska uses Kool-Aid to dye his fish. There are two colors of an identical species of fish that he catches. They taste the same, and look the same, except some are white and some are orange. The orange ones get sold for more at the market. So, to make more money, he takes orange Kool-Aid, mixes the crystals into the underbelly of the fish, and turns the white fish into an orange fish just long enough to sell to the market for the extra money.

Read any good books lately (if so what?)?

Well, I would be totally out of line if I did not mention *The Game* by Ken Dryden, the best hockey book that I have ever read. Written by my hero Ken Dryden, who was a lawyer and goaltender. I am a law student and goaltender, therefore, I look up to him.

Describe your computer area:

My computer area consists of a room with a spare bed in back, a workstation that houses my Tandy 1000 (which I still use. Hard to believe, but I still use a good old 8086, that was obsolete sometime around the fall of the Berlin Wall). I also sit in a large chair that I call "The Captain's Chair." It sort of looks like Kirk's chair.

What are some of your favorite postings?

Anything with enthusiasm and new information. I really get off on that type of post. You can feel the excitement of the person saying, "I am interested in this subject. I know such and such about it, what do you guys know?" I really like that sort of thing, because that is what the Internet is supposed to be about; the exchange of information, and friendly information and camaraderie. Perhaps it's corny, but that is what I like.

What's your favorite thing to munch on when you surf?

I usually munch on Old Dutch Party Mix. However, when I can afford it, I go all the way and buy a big half-pound bag of peanut M&M's. That is my favorite munching food, but due to the expense and high fat content, I keep my consumption to a minimum.

Are you a dog person, or a cat person?

I am a cat person. Cats are independent and can be left alone for a few days. Dogs bark and need constant attention, and quite frankly are annoying. I like dogs in short bursts, but as someone who now lives in a home with two dogs, I have come to the conclusion that cats are far superior.

Finally, why is alt.drinks.kool-aid important?

The world would not end if it did not exist. However, it fills a void for the increasing number of young people online who want a kool place to discuss something that they know. It is also a place where the young at heart (like me) can reminisce. Most importantly though, Kool-Aid is a big hobby for many and it is a great place to make contacts for Kool-Aid trading, information on new Kool-Aid and other Kool-Aid information. I like to think that our group is the little ray of sunshine in an otherwise dreary area of the Net (Usenet being a dreary hole filled with flame-baiting idiots, money-grubbing scum and hate-filled flamers). All in all, it's a nice change from many of the more "flame"-prone newsgroups.

Eudora 3.0
By Qualcomm
$89.00 (list price)
★★★

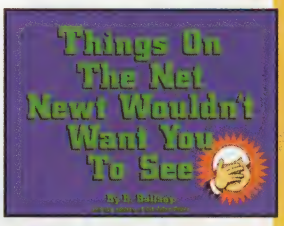
Qualcomm recently introduced Eudora 3.0 for Macintosh. Priced at $89, but available with substantial discounts, Eudora 3.0 is the first major upgrade to Eudora in more than a year (A Windows version is currently in beta).

Eudora 3.0 offers important new features for current users. It offers multiple sets of stationary, provides more sophisticated filtering, and even lets you automatically send back canned responses to particular users and has the ability to send rich text, with boldface, italics and font changes. But the most important new feature is a new text engine, which can handle messages longer than 32K without having to split them up.

But that's about it: It's basically still the same program, and it runs more slowly to boot! So unless you need the ability to send big messages or italics, you might want to let this upgrade pass you by.

—Simson Garfinkel

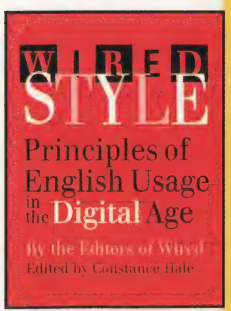
Things On The Net Newt Wouldn't Want You To See
By B.Ballsey (Get It?)
Off Color Press
$8.95
★



Everyone is trying to cash in on the Net before the novelty wears off and newbie dollars disappear. The Off Color Press has joined the fray with this truly tasteless title, *Things On The Net Newt Wouldn't Want You To See*. The book relies on the assumption that most Net newcomers go online feigning interest in exploring the Louvre or Pulitzer Prize sites, only to race frantically for nude pictures of Pam Anderson Lee like silicon-starved 13-year-olds. Of course they're right, but instead of offering up some intelligent satire, the authors produced the literary equivalent of the whoopee cushion or inflatable genitalia. Of course you can't expect too much from a book penned under the *nom de plume* B. Ballsey. Basically, *Things* consists of Web reviews that run the gamut from nudity to feces to vomit, which are all perfectly natural things you could find for free with a search engine. Once you've finished puberty, there's nothing worthwhile here except some silly drawings of the Speaker of the House. The authors at Off Color dedicate their book to "free speech for all and Internet blocking for kids." Celebrate freedom of speech by demanding the right to buy this book and visit these sites. Just don't waste your money on this silliness.

—Craig Aaron

Wired Style
Edited by Constance Hall
Hardwired
$15.95
★★★★

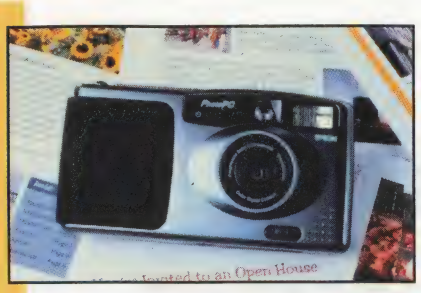


Illuminating as well as pompous, *Wired Style* evokes every reason you love and hate its namesake magazine. With everyone from *The New York Times* to, well, *IU*, struggling to follow outdated *AP Stylebook* standards in an era of cultural revolution, a stylebook for terms like online (on-line?), the Net (the 'net) and AOL (America Online) is long overdue. And who better to step to the front and define that style than a magazine that is nearly five years old (a lifetime in today's multimedia climate). Beyond Internet-related terms, the stylebook makes good arguments for other updates in the way we write. For instance, does anybody really need the term "IRS" spelled out as Internal Revenue Service upon first reference? Especially useful sections are "Be Elite," the book's dictionary of digital literacy that defines everything from Canter & Siegel to *Snowcrash*, and "The Style FAQ," which answers questions like, "Do e-mail quotes differ from real quotes?" Still, *Wired Style* suffers from that same pretentious, my-way-is-the-right-way attitude the magazine has. Subtitled "Principles of English Usage in the Digital Age," the book's subtext might as well be: "Buy this book and you can write and read and act like me, but never will you be as cool as me."

—Alex Gordon

iWS

Epson PhotoPC
By Epson
$499
★★★★



It's getting harder and harder to be a serious Internet user and not have your own digital camera. These little gems let you snap a picture, jack in to your desktop machine and have your picture on your computer's screen in less than a minute. From there, you can easily upload the image to your Web site, e-mail it to a friend or even send it to an entire mailing list. Look, Ma! No developing!

All digital cameras are equipped with a light-sensitive CCD chip that records the image, memory for holding the images and software for downloading them to a PC or Mac. What distinguishes the cameras is how many pixels are in each image (the more pixels, the sharper your picture), the number of images that they can store, their ease-of-use and, of course, their price.

I've had a chance to play with a bunch of these cameras over the past month and my favorite, at least for now, is Epson's PhotoPC.

Compared with the other cameras that are on the market, I think that the Epson has the best mix of features and price for consumers and small businesses. The $500 camera can store 32 images at its standard resolution of 320x240 pixels with its 1MB of on-board flash memory. A 2MB expansion module is available for a street price of $160 that lets you store a total of 96 images. There's also a 4MB module, priced at $280, which ups the camera's capacity to 160 images. For serious work, though, you'll want to use the PhotoPC's high-resolution mode. This cuts the number of images that the camera can store in half, but doubles the resolution of each.

I like this camera's consumer-oriented design. For example, the on/off switch on the front of the camera also opens and closes the camera's lens protector—no fumbling with lens caps. Five buttons on the top of the camera let you switch from low-res to high-res mode, adjust your flash, set a self-timer and snap your picture. An LCD display on the top shows you how much RAM and battery juice remains. A little green LED glows in the viewfinder when the camera is ready to take a picture, and a pleasant "beep" lets you know when each frame is captured. If you screw up, there is a delete button to kill the last image that you took.

The PhotoPC comes with a serial cable that lets you connect the camera to your computer. The camera's EasyPhoto software also allows you to view thumbnails of any of the images stored in the camera, download them one at a time or all at once, adjust a photo's contrast, brightness or color balance and even crop. You can also control the camera from the computer, changing the camera's shutter speed, look through the viewfinder and even snap the shutter. EasyPhoto stores your pictures in JPEG format, which means that you can just drop them into a Web page without having to first take them into PhotoShop.

I found the PhotoPC a lot easier to use than the QV-series cameras from Casio. The gimmick on the Casio is its LCD screen, which lets you preview your images and see all of the images that are in the camera's memory. The gimmick means more flexibility: You can upload photos to the Casio, for remote viewing, and delete images out-of-order. The Casio also has an RF modulator so you can display your pictures on a standard television set. But for me, the LCD screen was distracting. It forced me to remember that I was taking little two-dimensional rectangular images, and I think my photos suffered as a result. The PhotoPC also offers better image quality than most of Casio's line because it has more pixels on its CCD.

Of course, Epson's PhotoPC isn't for everybody. Consider Kodak's high-end series, which are actually built into the bodies of disemboweled Nikons. There's the DCS420, with a 1.5 million pixel chip, for $10,995. If you're into sports, look at the NC2000, which Kodak built for the Associated Press. Priced at $15,500, this camera only takes 1.3 million pixels per image but has an effective ISO speed of 1600, meaning that you can take images in low-light situations or with extremely fast shutter speeds. Finally, there's the DCS460, with a whopping six million pixel chips and a whopping price of $27,995. Images are stored on PC cards which you snap out of the camera and into your computer.

Who would buy the Kodak cameras? Professional photographers, says Jerry Magee, the camera's product manager. A commercial photographer who shoots 10 rolls of film a day easily spends $500 a week in film and developing alone—costs which are eliminated by going digital. At those prices, even the DCS460 can pay for itself in less than half a year. And that's before you consider the time saved by capturing images directly into your desktop publishing program.

For the rest of us who are just looking for an easy way to get brilliant color images into a computer, it's hard to go wrong with the PhotoPC.

—Simson Garfinkel

by Solveig Bernstein, Esq.

Terms of Agreement

FLAMETHROWER

SERVICE PROVIDERS

HAVE THE RIGHT TO

REMAIN SILENT

The decision to remain silent is an act of conscience, just like the decision to speak. So the view, that acts of "private censorship" violate rights of free speech, is incoherent. If an online service provider ousts a Web site that posts explicit messages about sex, in violation of the terms of their service contract, or a non-profit organization persuades some Internet Service Providers to refuse to host "Holocaust Revisionist" Web sites, these decisions do not violate rights of free speech.

Indeed, such private content selection decisions are themselves acts of free speech. They are just like a newspaper editor's decision not to run a certain letter to the editor, or a publisher's decision not to publish a certain book. The editor and publisher have created a means of distributing speech. The outlet they have created is their property, and they have the right to decide what to do with it. Other private companies in the speech distribution business are no different.

Private content selection has the superficial feel of government censorship. But it's dangerous to confuse the two. To see what can happen, let's accept the premise that a private company that refuses to provide a forum for speech violates the would-be speaker's free speech rights. This is a very serious charge. Assuming government exists for some legitimate purpose, it surely exists to protect our rights. If the ISP or OSP mentioned above is violating someone's rights, it logically follows that the government should take action against them.

First, this means that the government would become responsible for overseeing the distribution of computer network content. Clearly, this is not a very good idea. Second, fortunately, it's fundamentally incompatible with the First Amendment. The Supreme Court recognizes that "[t]he right of freedom of thought protected by the First Amendment against state action includes both the right to speak freely and the right to refrain from speaking at all." And the right to refrain from speaking includes the right not to provide a forum for other speakers (a misguided case or two to the contrary notwithstanding).

Any premise that leads us toward more government control over computer networks should be questioned. Where does the notion that private content selection violates free speech rights come from? Often, it stems from the view that we have rights to speech because "more speech is good." On this view, free speech rights float out in the ether, with no connection to any other aspect of our world and come into play whenever we need "more speech." But free speech rights are nothing like that. They're just another aspect of property rights and only extend as far as property rights. Free speech doesn't mean I have the right to walk into my neighbor's house to make a speech, or write an essay, however enlightened, on the wall of an office building.

Another fallacy behind the premise is the view that free speech rights come into play against anyone who has a lot of power over anyone else. And, the theory goes, ISPs and OSPs just have too much power. They might, in some very hypothetical unlikely future, turn into monopolists.

This argument also goes too far, too fast, in the wrong direction. ISPs and OSPs don't have any more power over authors than the *New York Times* or any big publishing house. Most parents have even more power over their children. These kinds of power relationships are a necessary and natural part of life; anyone who has something we want or need will have power over us. This doesn't mean that if someone is exercising that power, he or she is violating our rights. A theory of rights that aims to do away with these power relationships is fundamentally unrealistic; its ultimate aim would have to be to abolish reality itself. By contrast, it is both necessary and proper to expect rights to provide a line of defense against the kind of power uniquely exercised by government—the power of soldiers and police.

So, we might criticize private content selection decisions as intolerant. We could point out that suppressing "revisionist" nonsense about the Holocaust might backfire, and that the truth should be brought out in open discussion. We might point out that overly restrictive ISPs and OSPs will lose customers. But none of this has anything to do with rights of "free speech" protected against true censorship by the First Amendment.

Solveig Bernstein is Assistant Director of Telecommunications & Technology Studies at the Cato Institute in Washingotn, D.C.

by Declan McCullagh

Terms of Censorship

IN CYBERSPACE,

NETIZENS HAVE THE

RIGHT TO BE HEARD

Far from being the saviors of the Net, corporations may be the ruin of cyberspace.

Let's be clear: governments have done plenty to hurt the Net. By passing the Communications Decency Act (CDA), the U.S. Congress extended television-style censorship to the Net. Other countries are close behind.

But governments aren't the worst of the cybercensors—the CDA has been declared unconstitutional and netizens are organizing internationally. Private businesses pose the more sinister threat to free expression online.

Take America Online (AOL), which now boasts over six million members. In a move akin to the paranoid antics of a kindergarten schoolmarm, AOL this summer started deleting messages posted in Spanish and Portuguese since its monitors can't understand them. Undercover AOL cops continue to yank accounts of mothers who talk about breast feeding and mention the word "nipple." The company's gapingly broad "terms of service" agreement allows it to boot anyone, anytime, for any reason.

Or consider private universities. Carnegie Mellon University bans sexually-explicit Usenet newsgroups—including innocuous ones devoted to Japanese anime—and "offensive" comments posted online. Cornell University forced students who offended campus feminists with an e-mail satire to plea-bargain to "voluntary" punishment. Brigham Young University disciplines students for downloading porn.

Don't forget net-filtering software. While busily touting itself as anti-censorship, CyberSitter quietly blocks the National Organization of Women and Queer Resources Directory Web sites. CyberPatrol prevents teen pornhounds from investigating animal and gun rights pages and, inexplicably, the Electronic Frontier Foundation's censorship archive. NetNanny cuts off AIDS resources including the sci.med.aids and clari.tw.health. aids newsgroups. SurfWatch bans domestic partner Web pages and Columbia University's award-winning "Health Education and Wellness" site.

Now, I don't dispute that state censorship is more heinous. The government has guns, police, and gallows to back up its laws. Anyone caught violating the CDA gets slammed with a $250,000 fine and two years in Club Fed.

But to focus exclusively on the evils of government censorship is myopic. Private censorship also shrinks the marketplace of ideas, a concept California recognized when it passed a law striking down private speech codes at universities.

That's why considering only the "speech rights" of businesses without looking at the effects the "exercise" of the rights have is bonkers. It ignores the very real effects of private censorship online which is more insidious and harder to combat. And perhaps getting worse.

PUBLIC SQUARES IN CYBERSPACE

People claim the street as theirs on two occasions: to protest and to celebrate.

Throughout the history of the United States, there always have been readily available public spaces where people can assemble freely. In lawyerspeak, these spaces are "public forums" and aren't subject to content-based censorship. The only restrictions the state may impose, such as a requirement for a permit, must be unrelated to the protesters' message. People can scream "U.S. out of Vietnam," "legalize child pornography," or any politically explosive message they choose.

Where will the public squares exist in 21st century cyberspace?

Nowhere. Cyberspace is and likely will continue to be controlled by corporations. Unlike in meatspace, there is no public forum for controversial expression that offends the multinationals that jointly own the Net.

Sure, it's trivial to shift your embattled Web site from one Internet service provider to another. Right now, at least. In Canada, Marc Lemire didn't find it so easy when his "White Nationalist" site was kicked off of a number of ISPs in quick succession (The Simon Wiesenthal Center has been busy firing off terse letters to Lemire's ISPs and clamoring for government crackdowns as well.).

This problem will become acute if the small number of Internet backbone providers like MCI and Sprint, which number only in the single digits, buckle to public pressure from groups like the Wiesenthalers and refuse to provide connections to ISPs that host controversial Web sites.

If that happens, netizens will find their rosy vision of the Net as the birthplace of a new form of democracy overwhelmed by the sad reality of a new media oligarchy aborning.

Declan McCullagh is a Washington D.C.-based editor for HotWired and runs the fight-censorship digest.

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"Oh people, know that you have committed great sins. If you ask me what proof I have for these words, I say it is because I am the punishment of God. If you had not committed great sins, God would not have sent a punishment like me upon you!" —Genghis Khan, Bukhara 1220

by The Last Viking

THE TECHNIQUES AND

FORBIDDEN

AN EYE FOR AN EYE

Have you ever been cheated?

Been a victim of a scam? Been unfairly treated? Or have you ever been harassed by someone? When you can't get a resolution with regard to your offender, and the justice system fails, do thoughts of vengeance build uncontrollably in your mind? Does it become an obsession? Do thoughts of how to exact revenge loop endlessly in your mind? Unfortunately, the world may not have the answers to your escalating fixation. And if that's the case, your next thought should be of The Avenger's Front Page (TAFP), which is dedicated solely to the art of revenge.

About five years ago, I wrote a little text on revenge strategies. The unnamed file was about 4K back then, but today it is over 130K and it is known as *The Avenger's Handbook*. A few weeks after the newsgroup alt.revenge was created, in late '93, I saw the need to consolidate all the good ideas and schemes being posted there. I dedicated each scheme with a particular perpetrator in mind, and from that moment the handbook expanded into a big, collaborative book, written by hundreds of authors.

It eventually became apparent that I couldn't post the handbook to the newsgroup every week. I had to find a way to make it publicly available without wasting too much bandwidth. After messing around with FTP sites for a while, our University finally managed to put up a Web server. That's when I distributed TAFP through the Web.

ETHICS OF REVENGE

In addition to *The Avenger's Handbook* and the alt.revenge FAQ, TAFP features a long range of revenge texts. Most of these texts were written and uploaded to underground BBSs during the mid and late '80s, later to be spread by the underground elements of the Internet. Naturally, there are also references to related sites, such as bookstores, suppliers, private investigators and useful tools for vengeance on the Internet.

As the page gained popularity, I noticed that people were classifying it as "underground." I found this peculiar, since I was only trying to help people seek justice. After some reflection however, I realized that acts of justice, rather revenge tactics, could be abused in a highly destructive manner. This understanding about revenge, and an encounter with users in a newsgroup who were talking about methods to kill animals, triggered the writing of the text "Ethics of Revenge," which can be found on my site.

In "Ethics of Revenge," I clearly state that responsibility weighs solely on the shoulders of the avenger. An avenger is acting as the jury, judge and the executioner and must realize that that demands accountability. One key thing to remember is that the magnitude of the revenge should appropriately fit the crime. I also emphasize that one should wait some time before doing exacting revenge: the old adage that "revenge is a dish best served cold" is truly wise. It is also important to think through the consequences of one's actions; be prepared to do the time for the crime.

There are many ways to get your revenge. The simplest ways are where you cut up a few car tires or throw eggs at the offender's house. There are more complex, creative and customized ones, such as sending a fax mimicking internal diagnostic messages like "System Error 1207: Internal controller failure. Turn the machine off and contact your dealer" to the business that screwed you. Armed with a social security number, you can "help" your target to fill out his tax forms. Don't forget to put a little extra on his income section, and while you're at it, throw some anti-tax or anti-government profanities in there as well.

People come to alt.revenge for several reasons. You have the regulars who are there to explore the humor and creativity often found in a good revenge scheme. These people are useful in helping another visiting demographic—those who actually seek advice on how to get even with their offenders. There are also destructive people whose only goal is to hurt and play pranks on the innocent; we usually ignore them, or direct them away from alt.revenge. The newsgroup also has its typical run-in with spammers, flamers and cross-posters, which really isn't too much of a problem because, well, we ARE alt.revenge. We know how to handle them.

Revenge is about liberating yourself from a degrading treatment or an unacceptable situation. It is not evil, and I feel it is justified, because one can't lay down and accept all the abuse caused by violators all around.

The Avenger's Front Page can be found at http://www.cs.uit.no/~paalde/Revenge/

WebGuide contributors: Matt Soell; Juan Gan; Craig Aaron

WebGuide

73 celebrities
A visual, virtual gossip column.

72 cathode
A whirlwind tour of what's on the other screens.

75 zines
What to read after devouring *Internet Underground.*

74 the three R's
Riotous, revealing and revivifying. And you may just learn a thing or two.

76 tuneage
Satisfy your aural fixation.

77 jocks
Sports: something you must abandon your computer to participate in.

79 random
Trick or treat? You decide. Good or bad, these sites will scare the $@#! out of you.

78 bandwidth
Your guide to getting the most out of the Net.

80 amusements
The great time-waster. If it's useless and fun and threatens your sanity or employment status, you'll find it here.

BACK TO THE FUTURE
http://www.hsv.tis.net/~bttf
McFly! Throw some plutonium in the old DeLorean and fly on over for a trip to Hill Valley with Alex P. Keaton and the rest of the gang. The *Back to the Future* home page features great graphics and keeps constant updates on the entire cast of the trilogy, from Lea Thompson to Huey Lewis. There's also a newsletter, a FAQ provided by the film's producers and a chronology of the time travel that takes place in the film. While you're waiting for lightning to strike the clock tower, don't forget to check out the links to the pinball tips and *Back to the Future*: The Ride.
Webmaster: time@traveller.com
★★★★★

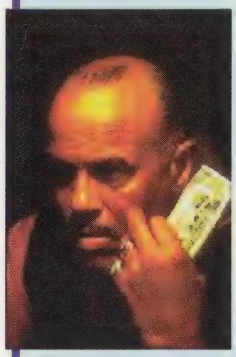
BEN STILLER SHOW
http://www.npi.net/macguy/stiller
Sure, now he's hit the big time by making Jim Carrey scary in *The Cable Guy* and garnering rave reviews for *Flirting With Disaster.* But before Ben Stiller ever dreamed of gracing the cover of *Details*, he was the namesake for a critically acclaimed, Emmy-award-winning show on FOX that wallowed in the ratings. But the "shortest-lived sketch comedy show America produced" maintains a small but dedicated following. After all, it did launch the careers of Stiller, Janeane Garofalo and Andy Dick. This site is unfinished but does provide a nice collection of links for each member of the cast along with their biographies and a guide to each episode.
Webmaster: Simon
★★★

CAGNEY AND LACEY
http://w3.one.net/~voyager/candl.html
The acclaimed '80s cop show starring Tyne Daly and Sharon Gless now has a shrine on the Web.

This site offers a complete listing and synopsis of every *Cagney and Lacey* episode, from the pilot movie that starred *M.A.S.H.*'s Loretta Swit through the TV Movies of the Week that reunited the duo after their series was canceled. The page also includes detailed biographies of Daley and Gless, which list most of their other appearances and even document their charity work.
Webmaster: Voyager
★★★★

FLASH GORDON
http://www.geocities.com/Hollywood/4262
Flash A-ah! Savior of the Universe! Flash's Home Page is, um, rather disappointing. This site makes a noble effort to keep the memory alive of the world's greatest quarterback/king of the impossible, but this hard-to-read site only holds a handful of pictures, a sorry excuse for a plot summary and absolutely no sound files of the flamboyant Queen soundtrack. However, there are a few gems on the quote page: "Flash, I love you, but we only have 14 hours to save the Earth!"
Webmaster: Rico
★★

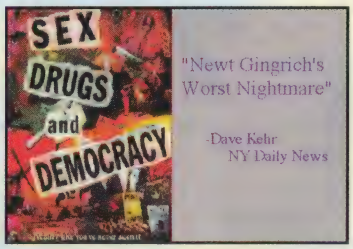
KANSAS CITY
www.flf.com/kc/index.html
Robert Altman's latest film tells the story of some bumbling gangsters in his home town of Kansas City during the heyday of jazz. While the movie received mixed reviews, its companion Web site earns two thumbs up. The site utilizes Vivo video technology, which provides video with no download time, and offers interviews with the film's stars (Miranda Richardson, Jennifer Jason Leigh, Harry Belafonte and saxophonist Joshua Redman), some comments from Altman and a copy of the trailer. There's also a collection of photos of the cast taken by Eli Reed, a plot synopsis, a cast list with thorough biographies, production credits and plenty of great music. Hot stuff.



Webmaster: Fine Line Features
★★★★★

SATURDAY NIGHT FEVER
http://www.gac.edu/~sanderso/snf.html
Saturday Night Fever is stayin' alive on the Web, so grab your bell bottoms, platform shoes and gold medallion and hustle on over to this outstanding site. Scott T. Anderson created a "multimedia extravaganza" that gives a hypertext account of each scene in the movie, with links to dialogue and the Bee Gees' finest work. This huge undertaking remains unfinished, but Anderson has completed enough of the movie to whet your appetite for John Travolta's tight pants and that funky lighted disco floor. The page also features a guide to "Steppin' Out in Style: Mastering the Tony Manero Look" and links to Fever resources throughout cyberspace.
Webmaster: Scott T. Anderson
★★★★

SEX, DRUGS AND DEMOCRACY
http://www.cc.columbia.edu/~arb33
Not Marion Barry's new campaign slogan, *Sex, Drugs and Democracy* is the title of an excellent documentary on Holland's permissive social policies that was once characterized as "Newt Gingrich's worst nightmare." The site dedicated to the film is small and simple, with a few black-and-white GIFs, some interesting quotes from the film and excerpts from the Dutch constitution. On the site, Alan Dershowitz writes that the film should be "required viewing for every hypocritical politician and religious leader who panders to his constituency by invoking the evils of a permissive society." It's guaranteed to make you think.
Webmaster: arb33@columbia.edu
★★★



TOP GUN
http://www.wpi.edu/~gamera/TG/TG.html
"Yeeha, Jester's dead!" If famous lines like this one remind you of buzzing the tower or giving the Commies the bird, you'll love the Unofficial *Top Gun* Home Page. One of the greatest Cold War movies, *Top Gun* has more flag waving than the Olympics, and when you feel the "need for speed," there's nothing quite like an afternoon with Mav, Iceman and Goose. The challenging trivia quiz and the detailed collection of quotes almost make up for the lack of pictures and sound bytes. And the list of goofs in the film, with mysteriously changing planes and phantom sunglasses, will keep you from losing that loving feeling for this film ever again.

Webmasters: Eric Reuter and John Hiltz
★★★

TV NEWS ARCHIVE
http://tvnews.vanderbilt.edu
Since Aug. 5, 1968, Vanderbilt University has systematically recorded, abstracted and indexed every national television newscast. After entering a search term in any given year at the site, the archive returns a list of stories that appeared on the evening news, complete with an abstract and the reporter's name. From there, this valuable research tool allows access to the complete lineup for any newscast and the opportunity to order videotaped copies. Vanderbilt has also archived coverage of special events like the Democratic National Convention and the continuous coverage surrounding the Persian Gulf War. Totally textual.
Webmaster: tvnews@tvnews.vanderbilt.edu
★★★★★

TV SINGLE DADS HALL OF FAME
http://www.user.shentel.net/jimokane/tvdad.html
A single dad himself, Jim O'Kane has inducted 40 of television's favorite fathers into the TV Single Dads Hall of Fame. From *My Three Sons* and *Different Strokes* to *Who's The Boss?* and *The Nanny*, the inductees span several decades and a variety of lifestyles. Nonetheless, as O'Kane points out in his introductory essay, there are some key motifs in the TV single dad genre. In most cases of TV single fatherhood: "Mom" is dead and her place is being filled by "the housekeeper," which leaves "precocious kids" with "bubbling vats of adult vocabulary" who need a good "heart-to-heart" before the end of every episode. O'Kane is always on the lookout for new nominees, and sitcom scribes are bound to give him enough material to warrant repeated visits to this site.
Webmaster: Jim O'Kane
★★★★

CELEBRITY SIGHTINGS

http://scoresshowroom.com/sightings.html

Cybertabloid! This Web site is an offshoot of the vapid home page for Scores, a nightspot billed as "New York's PREMIER Gentlemen's Club." Celebrity Sightings displays snapshots of celebrity guests who have visited the club without failing to inform you of the types of "services" said celebs received while there. If you are excited to hear that a "boozy" David Hasselhoff received a "lap dance" from a Pamela Lee look-alike while visiting the club, you will love what you find here. If a photograph of John Wayne Bobbit surrounded by strippers doesn't turn your crank, move on, because it doesn't get much better or more lively, for that matter.

Webmaster: Sleeping Beauty Publications

★★

CLINT EASTWOOD

http://www.pyramid.net/eastwood/

Make the Webmaster's day, and perhaps your own by visiting the Clint Eastwood Web page. This well-designed electronic collection includes lots of Eastwood film memorabilia and facts and features about the actor best known as Dirty Harry, all accessible by clicking on one of the "Old West"-style wooden boxes on the home page. Audio and video clips, filmography, posters, the Eastwood timeline, photographs and a trivia section are enough to keep the good, the bad and the ugly entertained for hours. If you didn't know that "The title role for *Dirty Harry* was originally intended for Frank Sinatra," or that "Then 63-year-old Clint Eastwood (with the help of a safety belt) actually did hang six stories above the ground on the ledge scene from *In the Line of Fire*, although stunt men did the jump and the fall onto the fire escape," you'll probably be a bigger man, or woman, when you leave this site.

Webmaster: cal@pyramid.net

★★★★★

SHERILYN FENN

http://www.sal.wisc.edu/~boardman/pics/sherilyn.html

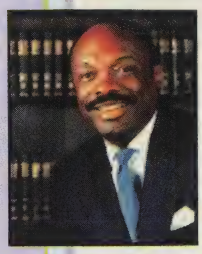
Don't expect to discover a lot about the gorgeous Lynch-lady known for her role as the spoiled daughter and young love interest of Kyle MacLachlan in *Twin Peaks*, the delirious auto accident victim in *Wild at Heart* and the dismembered star of *Boxing Helena*. You will learn none of this information at this site. What you will find is a grouping of nicely selected images of the actress for your perusal. The GIFs and JPEGs are in full-color and can be selected to be viewed at a larger size. The images are very attractive, and if you're ambitious, you can venture to the Webmaster's home page to discover that he has created a similar site for Mädchen Amick. What this site is not lacking, however, is popularity, that is, if the counter is accurate.

Webmaster: Dan Boardman

★★★

THE OFFICIAL WILLIE BROWN, MAYOR OF SAN FRANCISCO HOME PAGE

http://www.crl.com/www/users/wl/wlbrown/main/brnmain.html



Very few politicians have the "right stuff" when it comes to earning a mention for his or her Web site in the WebGuide. However, Willie Brown of San Francisco is an interesting cat with a long, informative home page, not to mention a high-profile political presence. This site contains background information on the mayor and his campaign, full texts explaining his political views and activities before and during his office, details of his standing with voters, plans for his and San Francisco's future as well as current updates on legislation and changes being made by his administration. In spite of his interesting past, you won't find many images here, probably because a picture is worth a thousand words—not the kind of interpretation most politicians want to open themselves up for. Long-winded, but interesting.

Webmaster: wlbrown@a.crl.com

★★★★

THE ORIGINAL UNOFFICIAL NASH BRIDGES WEB SITE

http://www.lowtek.com/nash/

This site is comprised of "Nashbits" and news updates about the actor best known for his '80s prime-time television sensation, of sorts, *Miami Vice*. Aside from features about Bridges which read more like newspaper clips than as entertainment gossip, this site contains episode synopses, links to other related Web sites and the "original" Nash Bridges FAQ. The site has ever-changing, frequently updated images of Bridges on location in various areas around the country. If you ponder unknown Nash facts such as, "Nash's Black Book, Who's in it?" or "What's the situation with Joe Dominguez (played by Cheech Marin BTW)? If he's not a cop, why is Joe always with Nash on cases?" this site will answer your questions and put your mind at ease. Unfortunately, we couldn't find the answer to why those nappy, thin jackets ever became fashionable.

Webmaster: Gordon Hom

★★★★

BILL MAHER APPEARANCES

http://www.epn.com/billmaher/events.htm-ssi

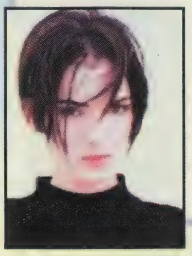
Bill Maher, the host of the fittingly named talk show, *Politically Incorrect*, can be stalked around the country if you follow this Web site dedicated to listing his live appearances nationwide. The site is very short, and lists dates, locations and telephone numbers by which you can contact the show's coordinators to arrange to see the program live in your area or any place you may be visiting. Being part of the larger Entertainment Promotions Network (EPN) Web site, there is plenty of other information available through a few clicks, however, a two-month advance schedule is all you'll find out about Maher here.

Webmaster: Entertainment Promotions Network

★★★

WINONA RYDER

http://qp.com/winona/



Yet another Winona Ryder site. Proportionate to how many fan sites there are for this actress, we could review a site every two months through eternity and not mention the same one twice. This site, however, is one of the most interestingly presented sites we've seen thus far in Ryder-quest. The site is divided, very simply, into two sections, "Fun stuff," containing images, other home pages, surveys and a detail of what's new on the site, and "Cool stuff," containing movies, magazines, news, a biography and multimedia. The latest news and notes section does not appear to be updated as frequently as possible, however, that may be due to inactivity on Ryder's part. Hey, Hollywood, it takes two to make these fan sites work.

Webmaster: ted@qp.com

ADAM WEST

http://www.adamwest.com

West, the star of the *Batman* TV series, has taken a break from the comic book convention circuit to hock his wares online. There's nothing else on this page besides an opportunity to buy Adam West autographed photos and books and order the quarterly newsletter. On the one hand, this site is a sad statement about a fallen star trying to relive his former glory. But on the other hand, where else can you spend $9.95 for the real voice of Adam West to call your sweetheart

and wish her a happy Chanukah. Holy dreidels, Batman.

Webmaster: Adam West Batman Fan Club

★★

FOREST WHITAKER

http://hob.com/waiting/forest.html

This site is a one-page 20th Century Fox site for the actor recognized for his diverse history of screen credits, from his award-winning role as Charlie Parker in *Bird* to Jody, a military hostage, in *The Crying Game* and his recent role in the film *Phenomenon*. The site is mostly textual, with the exception of one publicity photo. A biography details Whitaker's numerous film credits with a brief bit about his schooling, actor training and childhood. The site is very basic, certainly not the acclaim one would expect for an actor as praised as Whitaker.

Webmaster: 20th Century Fox

★★★

ROBIN WILLIAMS TRIBUTE PAGE

http://129.8.74.101/Robin.html

"Who is Robin Williams you say?!?! Where have you been? Only the most psychotically sane, intensely relaxed, seriously comedic performer on this planet. And only the sickest people in this world can appreciate that." It's difficult to tell if the Webmaster is more impressed with his own "sickness," or the fact that he believes it takes a truly bizarre, even "sick-minded" individual, like himself, to truly appreciate the art of actor/comedian Robin Williams. Should we tell him that Williams is pretty darn popular, not exactly an obscure, underground celebrity? This site is a short tribute, containing a list of Williams' movies, an interview with the actor that took place around the taping of *Mrs. Doubtfire* and one image of the man enhanced with the Webmaster's testimony of his personal feelings toward the actor. Very short, mostly textual, sort of boring.

Webmaster: Rob Bartsch

★★

AUDUBON
http://www.audubon.org/audubon/

As the official site of the National Audubon Society, this site is a very well-organized homage to the organization dedicated to conserving wildlife and nature, particularly birds. The links will lead you to national sanctuary sites, Audubon projects and campaigns, a section on how to analyze Audubon art and lots of history and mission statement-type bits about the Society itself. If you like what you read and see, you can join the Society online and be billed later. Some images nest on this site, but for the most part, it's textual. If you are interested in locating the Society in your area or anywhere in the country, a listing of Audubon offices nationwide can be accessed by clicking on the appropriate state from a graphical map. A gift shop, travel program and book list are also available.

Webmaster: I.M.A.G.E., Inc.
★★★★★

THE CENTER FOR DEFENSE INFORMATION ONLINE
http://www.cdi.org/index.html

"How long did the House of Representatives debate spending $240 billion on the Military? 22 minutes. That's $11 billion per minute." The Center for Defense Information originated in 1972 and is a private, not-for-profit organization based in Washington, D.C., that keeps an eye on our nation's defense activities and spending. This textual site contains lots of information about the CDI and those who work for it, projects, funding information, news, the arms trade database, facts and figures galore and television and radio transcripts from CDI public programming. This site is private; However, its design is quite similar to other government sites' look and feel. Yet, the CDI site contains a wealth of information that will enlighten you about what it's like being a watchdog. The publication of the CDI, *The Defense Monitor*, is also available online here.

Webmaster: Net Dancer
★★★★★

CENTER FOR VOLATILE CREATIVE TYPES
http://www.win.net/~tanis/welcome.html

The Center for Volatile Creative Types is an online collection of cartoons and graphics, assembled and presented by various artists. The animated images are all original works and, although some of them are cartoon representations of movies and characters such as "Earthworm Kim" instead of "Earthworm Jim," each is unique and clever. The site and the artists are not affiliated with Disney or any other major studio; they are independent and are responsible for their own work, even though it is often parody. A link to "What's new" will lead you to the most recent cartoon displays on this site and a link to DAFT, the Disney Afternoon File Time mailing list, contains fan fiction, graphic and sound files relating to afternoon Disney cartoons. The "Bare Necessities," yet enough to entertain you for a while.

Webmaster: Wendy Welch Lee
★★★★

FEMINIST HEAVEN
http://members.aol.com/okamwoc/heaven.html

Feminist Heaven is a home page dedicated to women's issues and the Women's Liberation Organization, an effort to create a women's network on the Internet, titled, "A million women organized for change." The site contains links to just about every women's group and organization you can imagine, prochoice groups and information, female networking resources, articles and features pertinent to women and much more. The site is updated frequently and serves as a great issue-oriented resource. From politics to entertainment, this site contains something for everyone, including men who are curious or supporters of women's rights activities.

Webmaster: LucPerri
★★★★

HISTORY OF THE STRIPED BARBER POLE
http://www.adsd.com/holtz/bpole.html#top

This site is a one-page tutorial on the history of the ubiquitous red-white-and-blue poles that used to, and often still do, dress the entryways of barber shops and beauty salons. The history is short, and is a page off of a larger site, The Cherokee Hills Barber Shop (where you can get a shampoo AND cut for $15!) Home Page. We don't want to ruin the story, but if you are fascinated by early surgical practices, haircutting and bloodletting, you might find this site interesting. In the historical perspective, this site is more of a wax museum than anything else. You won't find an endless supply of barber pole images or even a visual chronology. What you will find is a couple of interesting facts, pure and simple.

Webmaster: sholt@adsd.com
★★★

THE THOMAS HARDY WEB SITE
http://pages.ripco.com:8080/~mws/hardy.html

The life and times of Thomas Hardy, the 19th-century medieval novelist and poet, is displayed on this Web site in great detail. From his first article, "How I built myself a house," in 1865 to the posthumous publishing of "Winter Words," his last poem, in 1928, the site is a complete journey through term papers, entire versions of his books, articles about Hardy and more. The site contains a link to some images of the author, however most of the content here is textual. Hardy newsgroups, sound bytes, complete downloadable texts such as *Tess of the d'Urbervilles*, *Jude the Obscure* and several others, links to related sites and much more can be found in this vast, grandiose collection of literary information. Not to be missed by anyone who considers himself or herself a fan.

Webmaster: mws@ripco.com
★★★★★

THE HMO PAGE
http://www.hmopage.org/

This is probably one of the few totally practical sites we've seen on the Web. When you get hired by a company that offers health care benefits, the last thing you expect to have to do is spend the first two months of your employment sorting out all the healthcare paperwork and signing your life away. The HMO page is sponsored by Physicians Who Care, a non-profit organization of doctors "dedicated to quality health care," in efforts to keep patients and individuals with HMOs knowledgeable regarding their health care services. The site is mostly textual, explaining HMOs and how they work, current legislation, patient/physician complaints and much more. One interesting section is the page titled, "Atrocity of the month." These "atrocities" are news stories that reveal health care abuses such as, "The Associated Press reported on April 16, 1996, that according to a recently filed lawsuit, a man (Jim Cerep) died on the bathroom floor while an HMO gatekeeper twice refused to grant permission to call an ambulance."

Webmaster: comment@hmopage.org
★★★★★

NATIONAL GALLERY OF PHOTOGRAPHY AND POETRY
http://www2.eos.net/ngpp/index.html

If you are looking for an art exhibit that will occupy very little of your time and perhaps result in a minor (or major) purchase, the National Gallery of Photography and Poetry will satisfy your needs. This site profiles one artist/poet at a time, featuring samples of his or her work and a biography. The site is really small, and does not require a huge time commitment, so check it out. You may discover an artist you would not otherwise have had an opportunity to familiarize yourself with. Free, personalized greeting cards you can e-mail other netizens and a list of links to art, nature, poetry and photography sites can be found here as well. Every now and again it's nice to find a site that won't take up loads of your time and is actually satisfying.

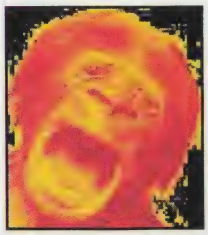
Webmaster: ngpp@eos.net
★★★★

[zines]

DRUNKEN MONKEY

http://www.angelfire.com/pages0/GregMonkey/index.html/

Drunken Monkey is an online fanzine dedicated to "interviews, reviews, rants and raves" with select bands and musicians. Interviews such as Girls Against Boys, Ben Folds Five and The Grifters, to name a few, are available; the Webmaster announces who he plans to interview in the future as well as who he currently has displayed, asking netizens to make suggestions as well. This site links to everything from the Warp Tour to the Snapple Home Page, creating an environment much like a thrift store: There's a lot of stuff to be found, but none of it is in any particular order. The background pattern is a fright, but the amount of cool, amusing content the Webmaster provides compensates.



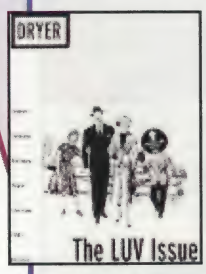
Webmaster: Greg Monkey

★★★★

DRYER MAGAZINE

http://dryer.www.media.mit.edu/people/dryer/magazine.html

Speaking of dryers, you may feel a bit like the proverbial "lost" sock while trying to figure out this site, but once you do, you'll be happy you hung around. *Dryer* Magazine, formerly *X* magazine, comes out somewhat bi-annually and covers various social and political issues and events. Examples of the sorts of features you can expect to find here are articles such as "Burning Man" and "How to Lose an Election" to poetry selections and comics. The front page of the online zine contains additional content, such as frequently updated random rants and an audio byte or two. The articles here are entertaining and contain a wide variety of topics that are well-thought out. Some archived print issues are available to purchase.



Webmaster: Clampo the Wonder Chimp

★★★★

8-TRACK MIND MAGAZINE

http://virtumall.com/zines/8track/main.html

Their creed, "We at *8-Track Mind* are dedicated to one pursuit: to keep analog alive (in whatever form) for the coming day of its ultimate victory. We will supercede all formats yet to emerge. We and our followers adhere to the doctrine of the eight Noble Truths of the 8-Track Mind in all our intellectual and creative endeavors." That said, *8-Track Mind Magazine* is a quarterly zine dedicated to keeping the 8-track audio recording format alive. Advice on how to care for your 8-tracks, useful and humorous features and an occasional sampling of conspiracy stories, such as "8-tracks and UFOs" can be found here. The site does not contain many images, and less surprisingly, no Real Audio either.

Webmaster: abbot@pobox.com

★★★★

FARCUS COMIC

http://www.farcus.com/

This site is the home page for the internationally syndicated newspaper strip *Farcus*, a *Dilbert*-like comic about the trials and tribulations of working life. The daily comic, a two-week archive and other sections, including the Farconian pick can all be found here so you never have to miss an appearance. A very entertaining, though less "sensitive" section appropriately titled "Not fit to print," is arguably the most enjoyable part of the site. Subtle self-promotion exists in the order of a mail form that allows you to send the daily comic to someone via e-mail. The comics are presented in full-color as they appear in the newspaper.

Webmaster: creators@farcus.com

★★★★

4CONTROL

http://www.4control.com

Follow this home page to the Music Wire link to check out what is billed as, "The first and only print magazine dedicated exclusively to online Hip-Hop culture." The purpose of the zine is to get inner-city kids interested in technology and the Net through the content that interests them on this site. Being "down with the lingo" might help you navigate this site, as some of the category headings are "Strictly for the headz." This site offers music and Web reviews, industry news, record release dates and more. 4Control links to Hip-Hop sites on the Web and announces chats with Hip-Hop artists, contests, charts and much more, but be patient, this site is packing RealAudio, Shockwave and lots of graphics so it's dancing at the speed of a ballad.

Webmaster: fourctrl@dti.net

★★★★

LOSERS ARE COOL

http://members.gnn.com/DRIVEBYBOB/losersarecool.htm

Hmm. Where do we start? How about with a quote from the site, "Come and enter my pissed-off, angst-ridden and politically incorrect world. WARNING: If you happen to be a member of the Republican Party and/or are one of those god-awful Religious Right, Bible-Thumping Fanatics, I would suggest you grab your mouse and move your pointer up to the BACK icon and click it." *Losers are Cool* is a paper zine created by Robert W. Howington, also the creator of the comic Mr. Creep, the two books *Drive-By Books* and *Broadsides* and the publisher of *Dead Men Sitting At Typewriters Press.* Now, you can't actually read the zine online; you have to send in your $2 to receive an issue in the mail. The site does offer a load of content that will give you some idea what you are heading into. Bukowski anyone? Our favorite line from the site is, "What we need here is more God damn beer and less laws!"

Webmaster: drivebybob@gnn.com

(NO RATING UNTIL WE RECEIVE THE @!#& ISSUE WE ORDERED.)

WebGuide

LOVING HENRY

http://www.jitterbug.com/pages/henry.html

The *Loving Henry* Virtual Comic Machine is a Shockwave comic that you can read online as if you were turning the pages yourself. *Loving Henry* is a comic featured in *Coven of Angels*, the print version of this Web site, and portrays Marsha and Henry, the Cleaver family comic counterparts, in this black-and-white "monster film" style. If you don't have Shockwave, you may enjoy reading the script, however, we recommend you snag yourself the plug-in, if you can, to get the most out of this site. Very well-designed and displayed.

Webmasters: Kristen Brennan and Marc Manalli

★★★★★

OUTDOORS ONLINE

http://family.values.net/

Most of the *Outdoors Online* content is provided in the form of links to other resources. However, there is a seemingly endless supply of them. This online-only site is in its infancy and lacks specific focus, but if you are looking for information about any aspect of outdoor "living," from weather reports to hunting, this is a good place to start. With all that nature has to offer visually, the dull lists of links are disappointing. Yet the site is well-organized, and categorizes and sub-categorizes sections by interest. Links to other, similar interest Web sites included.

Webmaster: editor@geer.com

★★★

POPULAR LUDDITE MAGAZINE

http://members.gnn.com/RadioGuy/luddite.htm

First rule: Don't fall for it! It's satire with a capital "S." You won't find the "print" version "the Webmaster continuously speaks of at bookstores everywhere," so don't bother looking. This site is creative artwork for the self. Nonetheless, the Popular Luddite online zine is a small, but humorous poke at high-tech/big-budget corporations and persons, such as everybody's favorite roast, Bill Gates. There's not a lot here, but what is available is like a spoonful of water on a desert road. Production schedule? We have no idea. But the graphics are interesting, the feature we read was entertaining and the title is cool. Be satisfied.

Webmaster: RadioGuy

★★★★

BLACK ROCK COALITION
http://users.aol.com/brcny/home.html
Former Living Colour guitarist Vernon Reid co-founded this coalition of African-American musicians in 1985 to combat "America's Apartheid-oriented" rock industry that has ignored black artists outside of hip-hop and R & B. Since then, the group has released two successful compilation albums and enjoyed the success of musicians such as Fishbone and Me'shel Ndegeocello. The site includes an overview of the organization, a copy of the group's manifesto, FAQ, a great collection of links and interviews with Reid and P-Funk legend Bernie Worell. It's a great addition to your musical education.
Webmaster: BRCNY@aol.com
★★★★

CBGB
http://www.cbgb.com
This seedy New York club is enshrined in music history as the early home of rock 'n' roll legends like Television, Talking Heads and The Ramones. Now they've set their sights on the Net and have high hopes for their home page. But once inside the virtual door, you're bound to be a little disappointed. Underneath the excellent graphics and intriguing Table of Contents, CBGB is empty. The slow-loading site promises a shrine to the club's famous alumni, live broadcasts, sound archives and chat rooms for fans. As of now it only houses a few facts, some pictures and a schedule. It still needs a lot of construction, but a great page is coming soon.

Webmaster: fusebox.com
★★★

ELLA FITZGERALD
http://www.spcc.com/ella
This beautifully designed site is a fitting tribute to Ella, the jazz legend with the world's most beautiful voice, who died earlier this year. During her lifetime, Ella recorded an unparalleled collection of work by the great American songwriters, revolutionized jazz singing and was considered the "first lady of song." The essays by Will Friedwald and other fans are all well-written and touching, but the finest part of the site is the thorough discography and musical samples, which allow anyone to experience Ella in all of her glory.

Webmaster: Will Friedwald
★★★★★

HALL AND OATES
http://www.pair.com/iwc/hall-oates/
Private eyes (clap! clap!) are watching you and there's no hiding from the Hall and Oates home page, even if you've fallen "Out of Touch" with the group over the last couple of years. The preeminent pop duo of the '80s receive the star treatment at this fan site where you can get all the latest info on album reissues and Daryl Hall's solo career (for some reason Oates never went solo). According to the site, a Hall and Oates tribute album is in the work, and the *IU* staff is salivating at the possibility of a Nine Inch Nails cover of "Kiss On My List."
Webmaster: Marc
★★★

PAT MCCURDY
http://www.execpc.com/~lippert/pat.html
If you haven't heard of Midwest cult favorite Pat McCurdy yet, it's about time. The singer/songwriter has composed over 300 songs and earned a dedicated following that could rival the Dead or Jimmy Buffett in enthusiasm. This fan's site features the complete lyrics to hundreds of McCurdy songs, directions to all of his regular gigs, interviews, tons of pictures and a collection of McCurdy's artwork. While there's no great parking lot scene before a McCurdy show, Jerry and the boys never sang classics such as "I Think I'll Join a Cult" or "Big, Dumb and Embarrassing."
Webmaster: lippert@execpc.com
★★★★

PAUL'S BOUTIQUE
http://www.biggun.com/~bsb/BeastieBoys/Samples/PaulsBoutique.html
Paul's Boutique, The Beastie Boys' second and most underrated album, is a hip-hop masterpiece that flies by in a blur of samples and obscure references. Brad S. Benjamin used his own finely-tuned ears and pop culture know-how along with other netizen expertise to develop a site that lists the samples (from Tower of Power to Loggins and Messina) on the disc and explains hundreds of references (from Mr. Roper to Hawthorne Wingo). It's a valuable resource for true Beastie fans who were down with Ad-Rock, MCA and Mike D. long before "Sabotage." If there's any justice in the world, this site will soon have more hits than Saduharah Oh.

Webmaster: Brad S. Benjamin
★★★★

POLLSTAR
http://www.pollstar.com
This corporate site is the ultimate source for concert information. As soon as a show is booked anywhere in the country, it shows up in the Pollstar database. You can search for shows by city, artist or venue and find out about tour dates months before they appear in the newspaper. The site also shares tour "gossip," lists the top-grossing tours (KISS?!) and provides lots of great music links. While you won't find out about many punk or indie shows, Pollstar does list star-studded private galas that you might want to try to crash in order to hang out with Tony Bennett or the Pointer Sisters.
Webmaster: Magical Fox
★★★★

ROCK 'N' ROLL MINOR PLANETS
http://cfa-www.harvard.edu/cfa/ps/special/RockAndRoll.html
What do Eric Clapton, Jerry Garcia, George Harrison, Paul McCartney, Mike Oldfield, Ringo Starr and Frank Zappa have in common besides their status as musical legends and perhaps a strong dislike for Yoko Ono? Give up? They all have minor planets in our solar system named after them. Thousands of these tiny planets orbit the sun and some wacky astronomer with a taste for classic rock was able to convince the naming board that Clapton belonged up there with Neptune and Uranus. A textual site except for the pictures and diagrams of Planet Zappa. No wonder he named his kid Moon Unit.
Webmaster: Minor Planets Center
★★★

SLY AND THE FAMILY STONE
http://www.columbia.edu/~jhd10/funkpub/family.html
Both diehard fans and everyday people will sing a simple song at this superb site. The funk legends and Rock 'n' Roll Hall of Famers were one of the most influential groups ever, spawning uncountable hip-hop tracks and inferior imitators before the band's break-up and Sly's self-imposed exile. Webmaster Jonathan Dakss has compiled a Family Stone FAQ, a good collection of articles, some lyrics, links and interesting updates on all the members of the band, including a discography of their solo projects. Most importantly, there is a pretty good supply of songs so you can get up from your desk and "Dance to the Music."
Webmaster: Jonathan Dakss
★★★★

THOSE DARN ACCORDIONS!
http://www.globerecords.com/tda/index.html
On the Web, the world's greatest accordion band offers a fine selection of their work and the only place to get your "Pro-Accordion and I Vote" bumper stickers. The audio files are stocked with such hits as "Mothra," "We're an Accordion Band" and the accordion-themed remake of "The Devil Went Down to Georgia," so you can polka allnight long. The site also features a fan forum, a chance to order their albums and pictures of the San Francisco squeezeboxers with Joey Ramone, Tammy Faye Baker and Weird Al Yankovic. Don't leave the site without this important lesson: "Accordions don't play 'Lady of Spain,' people do."

Webmaster: Al Shulman
★★★★

VAN HALEN ENCYCLOPEDIA
http://www.sonic.net/~bradman/vh/vh.html
Hot for teacher? Well then, this is the perfect set of encyclopedias for you. You might as well jump on over to this site for the latest dirt on Diamond Dave, Sammy Hagar and even Greg Stafford. Information on Stafford, Van Halen's original lead singer, is just one of the thousands of factoids you'll find on this comprehensive tribute to the band that brought us *For Unlawful Carnal Knowledge* (get it?). You'll also find updates on the return of Dave from his Las Vegas exile and Sammy's recent gig with the Grateful Dead (sadly, I didn't make this up). There's all this plus ticketing information, all of the band's tour dates since Van Halen I, backstage stories, guitar tabs, a VH timeline, sound files, magazine covers, interviews and back issues of the Inside newsletter. Rock on.
Webmaster: bstarks@marin.org
★★★★★

AIRTIME MAGAZINE

http://www.dalnet.se/~airtime/

From photos of athletes to total fanfare, *Airtime* is a monthly e-zine dedicated to snowboarding enthusiasts. The zine is loyal to its home in Sweden, and as a result, quite Swedish-centric as far as coverage of the snowboard scene. However, it *is* written in English and informative to anyone interested in the sport, professionally or casually. The site is well-designed and attractive,

airtime magazine

with links to the Swedish championships, old and new photos and features about the sport that has made skiing look like child's play. If *Airtime* isn't enough for your snowboarding fill, the site links to other related zines such as *Beauty* and *Method* magazines. The site is small, but fun to read and nice to look at, even if you've never stepped foot on a board.

Webmasters: Per Persson, Patrik Abrahamsson & Kristoffer Sjögren

★★★★

COMPETITION FORMATION SKYDIVING

http://www.skydive.net/compet/

It's not enough that you fall from a plane, you must do it with organization, strategy

and style. Once you are over the shock of just falling and you're ready for this stage, check out the Competition Formation Skydiving home page to stay abreast of skydiving activities for adrenaline junkies worldwide. This site spills the rules, training methods, judging of events, teams and more relating to specific competitions. The site is very short, but filled with information for the spectator as well as the participant to enjoy. More images of actual competitions would be a nice addition to this site.

Webmaster: Pierre

★★★★

INLINE POETRY BY ARLO EISENBERG

http://www.seas.smu.edu/~justin/inline_p.arlo2.html

Beginning with, "Let me tell you something about anger," and ending with, "Let's pay homage to our ancestors and skate or die," Arlo Eisenberg, arguably one of the world's top inline aggressive skaters, has taken pen in hand to express his love and angst in this poem about his passion, inline skating. The poem branches off the Hardcore Inline Skating site at http://www.seas.smu.edu/~justin/inline.html and is very short and all alone. However, those who follow aggressive skating know and love Arlo, so undoubtedly quoting his poetry will score you many points with the vertical wall set, but probably not with the literary set.

Webmaster: Justin Anderson

★★★

SPECIAL OLYMPICS INTERNATIONAL

http://www.specialolympics.org/

"Let me win. But if I cannot win, let me be brave in the attempt." This official Special Olympics home page is dedicated to the non-profit organization created to inspire individuals with mental retardation to push their personal limits and engage in healthy, physical competition. The Special Olympics includes millions of individuals from 150 countries and takes place year-round. This Web site links all related information and all known Special Olympics resources on the Web. A "news" link keeps you posted on what is happening with the events and where. This site is not just for spectators. You can learn online how and where to become a volunteer or contributor, or how to get someone you know involved in the training and competition.

Webmaster: specialolympics@msn.com

★★★★★

UNDERGROUND

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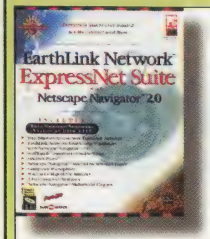

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CODE I 10

A-Z FREE CLASSIFIEDS 3600

http://www.freeclassifieds.com/3601y.htm

Why buy things new? Loads of people are selling their stuff. Find a sousaphone for that upcoming music project or SIMM chips for an ancient 286 computer. Ads are actually free for one month with the option to continue advertising at a small price. The classifieds are divided by subject, but each section is non-alphabetized and sellers can pay more to have an ad bumped to the top of the list. Better than real classifieds, since e-mailing allows 24-hour access but the real trick is not getting ripped off (hey, maybe a video online classified is out there). Make money by getting rid of all that junk and have a cyberyardsale.

Webmaster: Bob@FreeClassifieds.com

★★★

THE CD INFORMATION CENTER

http://www.cd-info.com/

Whether it's CD-ROMS or the latest buzz on Phillips' new DVD, this site has something to say. Of course, these people *are* in the business of making CDs, so don't expect anything bad. Have one of those CD-Rs and you're burning CDs at home? Updates, articles and FAQs are available from some of the major companies as well as the first CD-R survey. If annoyed with silly jewel boxes (especially those new-fangled ones), read the item on CD Packaging. Problems with a CD driver or just curious about how it works? Peruse through the list of industry events and organizations or multimedia-related interviews. Ahead quad speed (or maybe 8X)!

Webmaster: comments@cd-info.com

★★★★

COMPRESSION POINTERS

http://www.internz.com/compression-pointers.html

The future of storing data (at least with the present hardware). Includes a huge list of books and people related to compression. For anyone who has seen JPEG or MPEG and wondered about the how and what, this site provides answers and links to FAQs. Includes articles about audio, video, wavelet, fractal and database compression. Compression test software (and some freebies), source code explanations and links to software developers are also available. Enough material to prevent Andy Rooney from ever asking , "Do you ever wonder how they get all that stuff inside a 3.5" piece of plastic?"

Webmaster: stuart_inglis@internz.co.nz

★★★★

COMPUTER AND COMMUNICATIONS STANDARDS

http://www.cmpcmm.com/cc/standards.html

This is a huge jumping-off point to standard pages, FAQs and cross references. Each link has been explored and has a brief critique. Includes Asynchronous Transfer Mode (ATM, not to be confused with Automated Teller Machines), Point to Point Protocol (PPP) and Internet Services Digital Network (ISDN) and other fancy-schmancy high-tech jargon. Trying to learn about the latest info on PCI buses? Check here. At some point in Websurfing, everyone runs into some traffic. Reading some of these links might make that "Unable to locate host, does not have a DNS entry" prompt at least a little more bearable.

Webmaster: jed@webstart.com

★★★★

EFF'S (EXTENDED) GUIDE TO THE INTERNET - SMILEY DICTIONARY

http://www.eff.org/papers/eegtti/eeg_286.html

Smileys are characters which when viewed sideways convey some expression. The most basic of Smileys is ": -)"—hence the name. Since their inception, netheads have become creative and sometimes obscene with finding new ones. Commonly used ones include ":*)" (user is drunk) and "B-)" (user wears horn-rimmed glasses). Hardcore Smiley users have come up with "C=}>;*{))" (drunk, devilish chef with a toupee in an updraft, a mustache and a double chin) as well as "}:^#})" (updrafted bushy-mustached pointy-nosed smiley with a double chin). EFF also has lists of midget smileys such as "=)" and usenet smileys "X-(" (net.suicide).

Webmaster: The Wind Spiel Company

★★★

IOMEGA HOME PAGE

http://www.iomega.com

Who knew that this once-small, unknown company that introduced the Zip drive would become so popular? Now Zip drives are used by people everywhere from desktop publishers to musicians (some are even being used to put up drywall). Loyal fans can

download the latest software upgrades for their trusty Zip, Ditto or Jaz drive without having to wait the eternal seven to ten business days of snail mail. Techs and customer support are available for assistance as well. Also a deluxe Iomega screen saver comes free with registration. Visit the computer hardware company whose motto is "We help manage their (users') stuff."

Webmaster: webmast@iomerga.com

★★★★

INTERACTIVE VIRTUAL SPACE WALK

http://holodeck.gsfc.nasa.gov/vrwalk.html

Feel like taking a space walk after watching *Apollo 13*? Put on a virtual space suit and find out. This site has 3-D, full-color renderings of the Space Shuttle (your tax dollars hard at work) that viewers can zoom in, zoom out and rotate (using the provided buttons). Created by NASA, these pictures are the real deal. The cargo bay is open and can be entered showing its contents: a satellite soon to be released into space. Pictures take some time to download, so it is not

really a space flight simulator, but the accuracy of the computer renderings is worth the trip for space technology buffs.

Webmaster: Stephen.Maher@gsfc.nasa.gov

★★★

INTRODUCTION TO THE INTERNET AND INTERNET SECURITY

http://csrc.nist.gov/nistpubs/800-10/node11.html

This place gives a pretty decent treatment of practicing safe Net. In fairly technical language (it is meant for technical management), it covers topics from e-mail encryption to handing out credit-card numbers and also provides a good introductory overview of the Net (of course that's what it's called). TCP/IP, IP, TCP, UDP, ICMP, TCP and other friendly acronyms are explained and their security concerns. A huge section on firewalls explains using and installing them. You can also look up password monitoring, security incidents and all sorts of other things hackers have done for lack of nothing better to do but wreak havoc on the Net.

Webmaster: John Wack

★★★★★

NEURAL NETWORK FAQ

ftp://ftp.sas.com/pub/neural/FAQ.html

Whether it was the HAL 9000 in *2001: A Space Odyssey* or the computer which stalemated Kasparov, people have always found artificial intelligence a mystery. Some of AI's key issues are discussed at this newsgroup, including Fuzzy Logic, Adaptive Resonance Theory and Baysnian Estimation. This subject is growing "at a geometric rate" (thanks Schwarzenegger) and the concept of computers that can think is a growing topic of discussion. Enough ideas are here to make one think that Data from *Star Trek* might be a reality. Some free software is also available for simulating the neural network. It also has answers to just what this neural network thing is, anyway.

Webmaster: saswss@unx.sas.com

★★★★

OTHER FREE STUFF PAGES

http://www.kknet.com/~jstev/other.html

Cyberscavengers have a gold mine of links to get free stuff. People with names like Bubba, Starvin' Shirley and Scrooge have home pages to get free software, T-shirts, perfume, dog food, trash bags (to stash all that nifty, free stuff) and loads of other free samples. Also has links to sweepstakes, contests, limited-time offers, catalogs, giveaways and stuff that is nearly free (have to pay for shipping). Bored but poor? Download free games from Lady Trailblazer's Fun and Games. Enthusiasts of arts and crafts can visit CraftNet Village. This site also includes archives and even journals of free stuff all over the Web. Satisfy that inner packrat urge.

Webmaster:jstev@ny1.kknet.com

AUSTRALIAN VAMPIRE INFORMATION ASSOCIATION

http://www.powerup.com.au/~darkpath/avia01.htm

"Whether you are a Vampire, lead a Vampiric lifestyle, are a Vampirologist, have been attacked by a Vampire (either physically or psychically) or are simply interested, AVIA can be of benefit to you." Well, maybe. AVIA actually looks like a blatant attempt to drum up cash for Dark Path Productions, a small art collective Down Under with a penchant for black clothing and shameless self promotion. For 40 Australian dollars, you can help a few art students avoid the stigma of a part-time job flipping wallaby-burgers. Who says vampires don't exist?

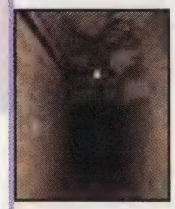
Webmaster: darkpath@powerup.com.au

★★

THE CORNER OF YOUR ATTIC YOU DON'T WANT TO VISIT

http://village.ios.com/~gregtodd

Truth in advertising: You really don't want to visit this corner of the attic of cyberspace. The initially infernal trappings of the first page give way to an even more horrifying experience, as the viewer is dropped through a series of pages full of deliberately ugly backgrounds, stupid disco jokes, BIG text and a .wrl file that took too long to download and never worked quite right. The Webmaster should be tried for crimes against global bandwidth.



Webmaster: Gregtodd@village.ios.com

★

THE DEAD POOL

http://www.ftech.net/~sugarman/deadpool.html

In the sick world of the dead pool, users actually take bets to see what actors are going to die when. Anyone may participate in David Sugarman's Dead Pool. The rules are simple: Name 10 celebrities whom you think/hope/know (heh heh heh) will die this year. Come Jan.1, the person with the highest number of, er, "hits" wins a token sum. The page is simple, bereft of graphics, and David's obviously British sense of humor is amply amusing.

Webmaster: David Sugarman

★★★★

DEN OF THE DEAD

http://ucsu.colorado.edu/~anschutz/dead.html

Once you get past the glaring red background, and the rather graphic depiction of bones, uh, jumping, you'll find a site with a definite sense of humor. It's mainly a collection of links to other spooky sites, but the emphasis is on the playfully scary rather than the truly frightening or revolting. Arlea contributes a list of 10 reasons trick-or-treating is better than sex, and a list of Halloween party hints: "Creative Pumpkin Carving—Involves power tools." Probably throws great parties.

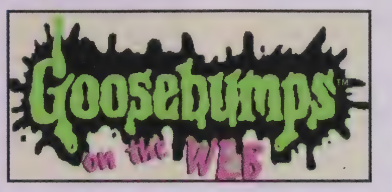
Webmaster: Arlea Anschütz

★★★★

GOOSEBUMPS ON THE WEB

http://scholastic.com/Goosebumps/index.html

Do you read at a sixth-grade level and have a soft spot for books with titles like *Night of the Living Dummy*, *Say Cheese and Die!*, or *Attack of the Mutant?* If so, you're probably one of the millions of people who buy R.L. Stine's *Goosebumps* and



Fear Street books. Stine cranks out an astonishing two books per month, and has sold 130 million of them so far. As you might imagine, this Web site is largely another avenue for Scholastic Books (Stine's publisher) to hawk *Goosebumps* product to an eager audience. There's plot synopses for both books and TV shows, as well as an interview with the author and details on joining the fan club.

Webmaster: Sean Carmody

★★★

THE H.P. LOVECRAFT ARCHIVE

http://www.primenet.com/~dloucks/hpl/

One of the chief criticisms leveled at H.P Lovecraft's writing was that he always wussed out when time came to physically describe the eldritch beasts which terrorized New England in his tales; the narrator would always claim that merely reading a description of such creatures would drive the reader mad. Thankfully, the maintainer of this site hasn't copped out in the same manner. This site is loaded with Lovecraftian lore: FAQs, biographical info, critical essays and the requisite links to other related sites. A site that invites serious exploration from the Lovecraft fan and casual aficionado alike.

Webmaster: Donovan K. Loucks

★★★★

KILLERS AND CANNIBALS

http://www.iceworld.com/~bent/killers.html

If you think that there just aren't enough true-crime tomes which alternately demonize and deify folks like Ted Bundy, Ed Gein, Jeffrey Dahmer and Charles Manson at your local Book-O-Plex, why not check out one of the many sophomoric Web sites that deal with the same subject, but without the benefit of copy editors or simple good taste? In this Webmaster's defense, there is a real sense of humor hiding behind the gleefully morbid descriptions of mass murders and methods of execution. The general layout of pages could use some work, however.

Webmaster: bent@iceworld.org

★★★

THE SPOOKY SIDE OF THE NET

http://www.lookup.com/Homepages/65645

This site is a compendium of links. Drawings of black-haired people in black clothes, links to home pages for black-haired musicians in black clothes, links to pages about movies attended in large part by black-haired people in black clothes, and links to authors who write books about vampires which sell in large numbers to black-haired readers in black clothes. Kevin scores points for completeness, but this site is remarkably one-dimensional in focus...If you have dyed your hair black, and have a lot of black clothing in your closets, this site will probably appeal to you (and this review will not).

Webmaster: Kevin Benhoff

★★★

WEBMUSEUM: THE CATACOMBS OF PARIS

http://sunsite.unc.edu/louvre/paris/cata/

Now really, what could be more fun than looking at the skulls of long-dead Parisians? Almost all the text on this site is in French, so monolingual xenophobes need not apply. What's interesting on this site are the pictures of an ancient burial ground. The photos have a wonderfully grainy quality; you half expect Max Schrek (in full Nosferatu garb) to shuffle around a corner with bony hands outstretched. Apparently 'La Crypte' and 'Le Bunker' are quite the tourist attractions; best to experience them in the privacy of your own home, with no evil tourists to distract you. This hasn't been updated in a while; perhaps the Webmaster is making an extended visit?

Webmaster: Nicolas Pioch

★★★★

WORLD WIDE WEB OUIJA

http://www.math.unh.edu/~black/cgi-bin/ouija.cgi

Ever been at a party where someone dragged the Parker Brothers' Ouija board out of the closet and cajoled everyone into sitting around a table in a candlelit room with their fingers on a small triangular pointer, chanting in hopes of attracting an otherworldly presence, until slowly the pointer started moving of its own volition, spelling out frightening prophecies letter by ominous letter, until everyone ran screaming from the room? Well, neither have we. This cute CGI allows you to do the same thing, even if you have no friends around to accuse you of moving the pointer.

Webmaster: Kelly Black

★★★★

THE BIG KISS: PAPER DOLLS FOR YOUR COMPUTER

http://iczer1.usacomputers.net/~dobu/kiss/

The obvious definition for the acronym "KISS" that also strangely fits the purpose of this home page is "Keep It Simple, Stupid." Why spoil a perfectly good childhood activity, such as paper dolls, by applying technology to make it better? However, this site is not a disappointment, even for cyberskeptics who would rather be cutting out their dolls with scissors.

"KISS" or Kisekae Set System, is a freeware program you download on this home page so you can dress up Japanese artist-designed dolls you receive in data sets. The software is available for Mac, Amiga and PC. Once you've downloaded the software, the Webmaster has numerous "data sets" or dolls for you to choose from. The site itself is well-organized, if somewhat drab, but the dolls are well-designed and varying in style.

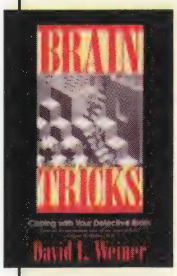
Webmaster: Dov Sherman

★★★★

BRAIN TRICKS

http://www.braintricks.com/home.html

Based on the book written by David L. Weiner, this site features all you need "to cope with irrational people in an irrational world." *Brain Tricks* is a collection of features that will help you determine the defects of yours and others' brains. The site will also maximize learning and minimize the time you do it in because the average time it will take you to read the information featured on the site is listed next to each link. For example, the information in parenthesis suggests it will take approximately 90 seconds to read about the concept of the book, while it will take you about 45 seconds to read each of the features. So, even if the tricks and information offered here are a waste of time, you'll at least know how much of it you're wasting. You can buy the book online and if you're smart, a quality this site will help you determine if you have, you'll check out the sex program quiz to determine if you are a hormonal threat to society.



Webmaster: MSI

★★★

DINER'S GRAPEVINE: WORLDWIDE RESTAURANT GUIDE

http://www.dinersgrapevine.com/

You know that your significant other is going to call in about an hour and he or she will ask, "So, where do you want to go for dinner?" Now, you can suggest the old stand-by, or you can impress this person by already having a new joint picked out. Where will you find this culinary gem? On the Diner's Grapevine home page. This site lists more than 8,000 different restaurants worldwide by type of food, atmosphere, price, location, entertainment and many other categories, and costs nothing to use. You simply enter the country, state, city and zip code, adding the specific type of food and atmosphere you are looking for by selecting from a long list of features, and if the item is available in the database, you will receive a name, address and telephone number with a brief description of the place that best matches your query. *Bon appetit*!

Webmaster: ANT Internet, Corp.

★★★★★

THE JESUS HOME PAGE

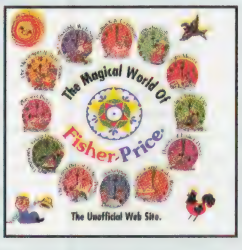
http://members.aol.com/jesus316/index.htm

Whether you regard this site as serious or parody is up to you. "Jesus" addresses netizens at the beginning of this home page with this statement, "In my 9-to-5 job, I work as the messiah for a major world religion; it's called Christianity. However, when I'm not at work, I like to 'surf the Net.' So I've finally made Myself a Web page. And I've got e-mail now, too!" It's highly unlikely that a god, in any form, would need e-mail to communicate and a Web page to advertise, so we can only assume that this site is an impressionable dedication to the Webmaster's god, or that gods are, in fact, just beginning to jump on the manmade techno bandwagon. The site contains Jesus' photo album, biography, the Jesus mailbag and the opportunity to become a Christian online. The mailbag is an interesting, oftentimes heated read that makes you question the purpose of the site yourself. Don't pass up "Jesus Christ's Wacky Links."

Webmaster: jesus316@aol.com

★★★★

THE UNOFFICIAL MAGICAL WORLD OF FISHER-PRICE



http://www2.best.com/~elusive/fisher_price/index.html

Who doesn't love Fisher-Price toys? From chattering phones with eyes to Two Tune TV, this unofficial site is a remarkable and entertaining historical resource dedicated to the company that has been catering to kids since 1931. The site is immense, but fortunately contains a map that will help you navigate the many layers. The most enjoyable aspect of this site is that it is clearly, as the Webmaster says, "an act of love," and not a home page created with the intent of selling or marketing. Lots of history, collector and dealer information and more is available here for the serious hobbyist, the adult strolling down memory lane and the child alike. A complete history of Fisher-Price logos and a bulletin board that allows you to post and read messages are just two of the many interesting features presented here. Well-designed, uses frames and includes many images.

Webmaster: elusive@best.com

★★★★★

MAKE JAMES EARL JONES SPEAK

http://www.tiac.net/users/nolan/jej/

"Everyone loves and admires the voice of James Earl Jones. But are there some phrases that you've always wished you could hear him say? Well, now is your chance!" The "Make James Earl Jones Speak" home page lists nearly 100 words spoken on various occasions by Jones and recorded in sound bytes so that you can mix and match them to create numerous phrases you want to hear him speak. For example, you can create phrases through a combination of the terms such as, "Akeem is interested in a million dollars for experience daughter bride" or "You must pardon my wife. I forbid the truth but must leave her with CNN, Zamunda." Hilarious.

Webmaster: bnolan@hamilton.edu

★★★★

MAZE OF DOOM

http://www.rockpile.com/~machine/modol/index.html

This simple game can be played by following clues that lead you through one of four doorways. Each doorway leads to another room and another set of doorways. You keep selecting doorways and entering other rooms until you either die or successfully reach the end. Sound intriguing? That's for you to decide. The site is mostly textual; you won't find any Yetti or poisonous snake images, although you read plenty about them. This game is a one-hit wonder. It will keep your interest the first time through, simply because anyone with an iota of curiosity will wonder what spending all of this time clicking will produce.

Webmaster: XL3R2@Rockpile.com

★★★

WORLD BIRTHDAY WEB

http://www.boutell.com/birthday.cgi

What better way to receive loads of junk mail from advertisers or lonely netizens. Enter your date of birth in this database and see what happens. This site is an offshoot of the larger Boutell.com site and is comprised of a textual list of names and e-mail addresses of people having birthdays for every calendar day of the year. People with home pages of their own can link directly to their sites instead of including an e-mail address, if they choose. This site is not very exciting. It is sort of like reading a telephone book. But if you happen to want to find random home pages, this is a good source. Disclaimers and warnings to potential mass-mailers are included on the site as a deterrent. Although you wind up getting mail on your b-day, the World Birthday Web is a nice concept, but nothing to write home about.

Webmaster: Boutell.Com, Inc.

★★★

WORLD WIDE WOOF

http://www.worldwoof.com/

Billed as "The newest, soon-to-be most comprehensive, dog-related reference site on the Net," World Wide Woof contains lots of canine lore for the casual dog owner and the serious breeder alike. With links to breeders associations, clubs, shelters, adoption agencies and more, this site is useful and thorough. Links to other dog-related sites are listed and the American Kennel Association schedule and event listing feature allows you to keep up on current dog events. Aside from several dog pictures adorning the tops of the pages, this site is mostly textual, but well-designed for functionality, somewhat like a convenience mart.

Webmaster: topdog@worldwoof.com

★★★★

THE YENTA CENTA

http://www.panix.com/~yente

"You can't understand a word I say? Try the glossary. I have to tell you this too?" Attitude abounds at this humorous site created as an advice column created by the Webmaster, a Cyber Yenta with strong opinions. The columns contain advice about computers, software and sex, but for the most part, the guidance is nothing but meshugas. For example, one "letter" addresses Cyber Yenta with the question, "I got a cellular phone for the first time and I'm pissed off! Why are they so damned expensive?" Cyber Yenta's response is, "They really aren't that expensive. People could cut their bills by at least 78 percent if they stopped calling each other to say 'I'm only calling to say I'll call you later because just to call and tell you this already cost me $2.' The tech advice is not sound, but quite funny at times. But we don't want to kvetch. If you schlep yourself to this site, you won't be disappointed. It is quite entertaining.

Webmaster: yente@panix.com

★★★★

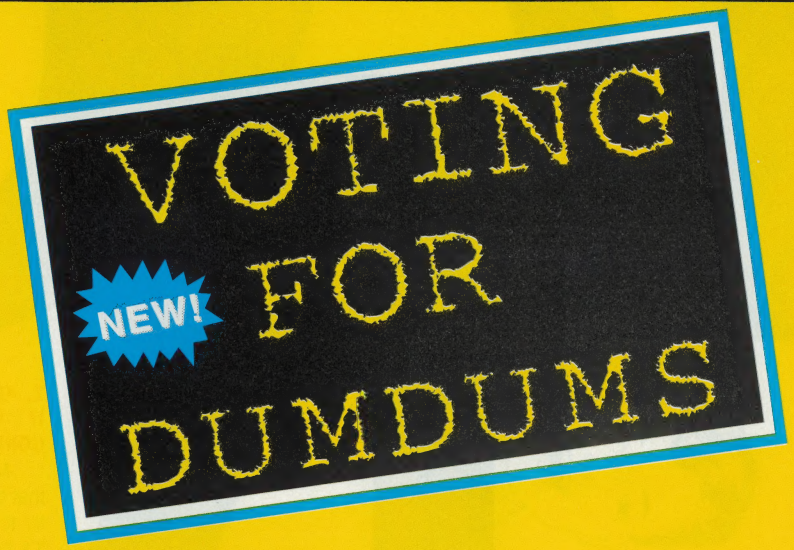
File Edit View Go Bookmarks Options Directory Help

Netsite: http://Web_pages.we're_glad_we/can't.find!

What's New! | What's Cool! | Upgrades | Net Search | Net Directory | Newsgroups | Handbook

$8.95

At last, the definitive reference guide for the politically uninterested...and just in time for the elections! What are elections you ask? What's voting? Am I missing something here? Not really—in fact most Americans don't vote or even know what voting is. But hey, if you want to learn how to vote, that's cool too. And we'll teach you how with our 386-page Voting for DumDums, *an easy-to-understand pop-up picture guide to the voting "process" (learn about the word "process," pg. 23!).*



Inside *Voting for DumDums* you'll learn about:

-**Voting Twice**
-Selling Your Vote For A Quick Buck
-**American Heroes Who've Never Voted Yet Are Just As American As Apple Pie**
-Running Your Own Campaign ("campaign," pg. 24!)
-**Communist Bastards Who Shouldn't Be Allowed To Run For President**
-A Glossary of Voting-Related Terms: Find out what politicians mean when they say things like, "platform, broken, promise, trust."
-**What a "registration" is and how to purchase one through us.**

SPECIAL BONUS SECTION: INTERACTIVE VOTING BOOTH

We simplify the process of choosing a president by narrowing down the field of "candidates" ("candidate," pg. 59!). Despite this being America, you really only have two choices when it comes to voting—there are other candidates, but they haven't a prayer in hell of winning, and they'll only confuse you with regard to the voting process. After you read the book, come here to make your selection.

Click Here To Vote!

Bill Clinton: Often referred to as the President of the United States (or "sissy #1" by his competitors), this guy signs a lot of papers, shakes a lot of hands and looks bad in jogging shorts. He likes health care, taxes and is involved in something called Whitewater. He's a "Democrat" ("Democrat," pg. 292!). His best friend these days is a guy named Al Gore.

Bob Dole: This guy wants to stop helping the poor receive free money (also known as "welfare"), likes tax cuts and is disliked by many gays and lesbians. He is very old, but very wise, on certain things, maybe, we think. He's a "Republican" ("Republican," pg. 292!). His best friend these days is an ex-football jock named Jack Kemp.

Prince Charles: You may have heard of this guy, but YOU CAN'T VOTE FOR HIM BECAUSE HE'S NOT AN AMERICAN. He is English and his ancestors were kicked out of American politics many years ago. (DumDum!)

Back to: BERNIE'S BOOKS WORLDWIDE Online

Be sure to check out these other hot DumDum titles: *DumDums' Guide to Making Fire, DumDums' Guide to Talking Down to Readers to Make Them Feel Like DumDums,* and *DumDums' Guide to Gastroenterology.*

LARGE

by Rev. Ivan Stang

Remember the first time you logged onto a "chat room" crammed with 25 people, all typing much faster than you can even talk, but in Martian, barraging you from all directions with seemingly insane gibberish, trying to pour uninvited file attachments that might be deadly viruses into your computer? And just when you thought you had a clue, five new private message windows spontaneously stacked up on your screen, while maddening sound effects chirped and burbled from your speakers? And you suffered sensory overload, and you never tried it again?

For the unprepared, IRC can induce ever-accelerating, snowballing levels of confusion. But some folks get a "rush" from that confusion, just as some enjoy jumping out of planes or having themselves lashed to the backs of enraged bulls. These are the hard-core IRCers (rhymes with lurkers and irkers). The minute you land in their midst, they must show off their respective bags of tricks and, using their impenetrable jargon, urge you to do scary-sounding things to your computer's innards. (If they try to "give you ops" don't be offended. It's not a disease; they're only trying to share control over the room.) You think regular computer geeks are incomprehensible? You'll be hard-pressed to find any English terms in use by IRC junkies.

In denial, they claim their addiction is as "real" as real-life, face-to-face conversation, conveniently ignoring that their faces cannot be punched over a modem. You will at first scorn them, and then pity them. Eventually you will probably become one of them, because like a drug, one hit leads to another and the next thing you know, you too live for the hard stuff.

HELPFUL HINTS FOR RETAINING SANITY

1. DON'T TRY TO FOLLOW EVERYTHING BEING SAID

Be ready for way too many people "talking" at once, forcing the screen to scroll too fast for readability, with half a dozen separate conversations interwoven in a jumbled mess.

The easiest way to cope with this is to focus on only one or two people, ignoring the rest. If you are seized with something to say, just DIVE IN—type and send happily away as if you were king of the world, then sit back and wait for reactions. But don't be offended if you too are ignored. Think of it as children playing in a sandbox.

2. KEEP A LOG, SO YOU'LL KNOW IT WASN'T THAT YOU WERE GOING CRAZY

Most programs let you save all that text that's flashing by. Don't even try to make any sense out of it while it's happening; come back to the log later to decipher just what the hell they were talking about. Chat logs can also be good for mining surrealism from chaos when, entirely by coincidence, two conversations which actually had nothing to do with one another appear to relate in bizarre, synchronistic ways.

3. THE GLITCHES ARE NOT YOUR FAULT

IRC is glitchier than the more methodical, plodding and rational media, like newsgroups and e-mail. A pigeon gets electrocuted on a phone-line in Peoria, or somebody trips over a server wire in New Zealand, and suddenly all your newfound buddies are gone from your life forever.

Go into it fully expecting that you will get hung up on, cut off, marooned in some twilight zone, and/or snow-crashed resoundingly. 75 percent of the people will suddenly disappear and you'll find yourself in a much smaller room, wondering if you missed The Rapture. (This phenomenon is known by the vaguely obscene term, "netsplit.") Or your server will rudely hang up on you, but you don't know it, so you sit there blithely blabbering away to yourself, wondering why everyone else is so respectfully silent.

Worse yet, each IRC server's behavior changes from day to day, like a psychotic's. One that worked great last night may be a bucking bronco tonight, pitching you off every three minutes. Or it may just keel over dead and disappear entirely.

Don't take it personally, and don't look for explanations. That way lies madness. Just chalk it up to sunspots.

4. EXPLOIT THE WEAKNESSES OF PREDATORS

If your name in any way indicates that even one of your body parts might be remotely female, you'll get the inevitable "Wanna do some cyber?" To that lonely guy on the other end, the monospaced text font representing you on his screen looks better than Marilyn Monroe. You can take advantage of that. You might enjoy stringing him along. Tell him you're in his city and that you'll meet him at the McDonald's near the mall at five in the morning.

5. WATCH YOUR FILTHY MOUTH

As with any Internet medium, substance abusers and mean drunks should refrain from what at the time might seem like righteous flaming and wise, knowing gossip. A week later, you may well get a copy of it from a perfect stranger, or your mom, and have your nose rubbed in it.

6. AVOID PROLONGED EXPOSURE.

While too much is always better than not enough, it's almost as bad.

entwine yourself in darkest desire...

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NETSCAPE NAVIGATOR™ INCLUDED

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